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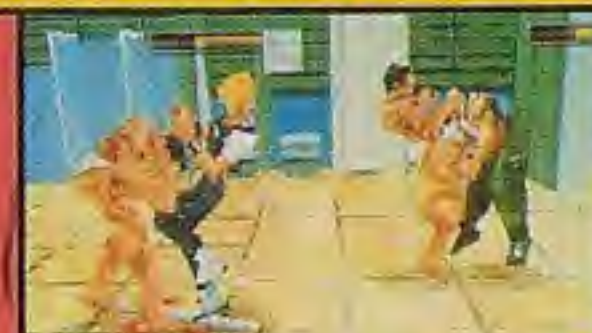
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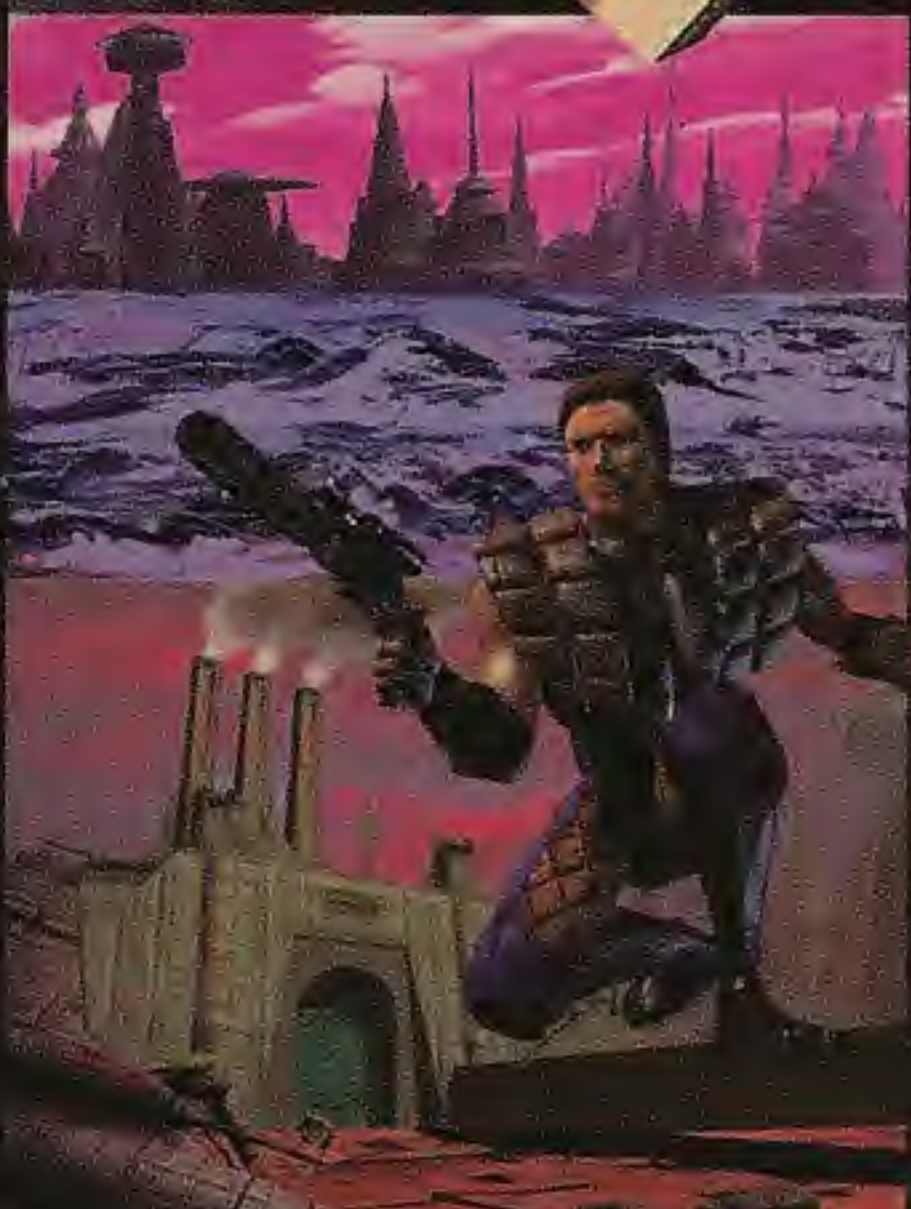
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JANUARY 1997

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Editor in Chief **Chris Bieniek** should be on vacation in his hometown of Chicago by the time you read these words. His plans include a visit to the Museum of Science and Industry, eating lots of Giordano's pizza and watching *It's a Wonderful Life* with his dad. He hopes to return to the big flea market in Alsip to look for another copy of *Chase the Chuckwagon*.



Executive Editor **Wataru Maruyama** feels that Christmas seems to sneak up on him earlier every year. He is trying to stay within his budget for presents, but does not want to be a grinch. He hopes his friends won't lump his birthday gift with Christmas stuff (Wat's B-day is very close to X-mas).



Art Director **Ione Flores** has begun a weightlifting program so she will be prepared for all the food that will be consumed during the holidays. She feels that no one will notice her bigger stomach if the rest of her is bigger as well. Muscles also burn up fat even when completely at rest, making them more appealing to women and the men who love them.



Senior Editor **Nikos Constant** is trimming down his list for Santa because he heard the fat man's eyes start to glaze over if your sheet is too big. "I'm separating my needs from my wants" says Nikos.



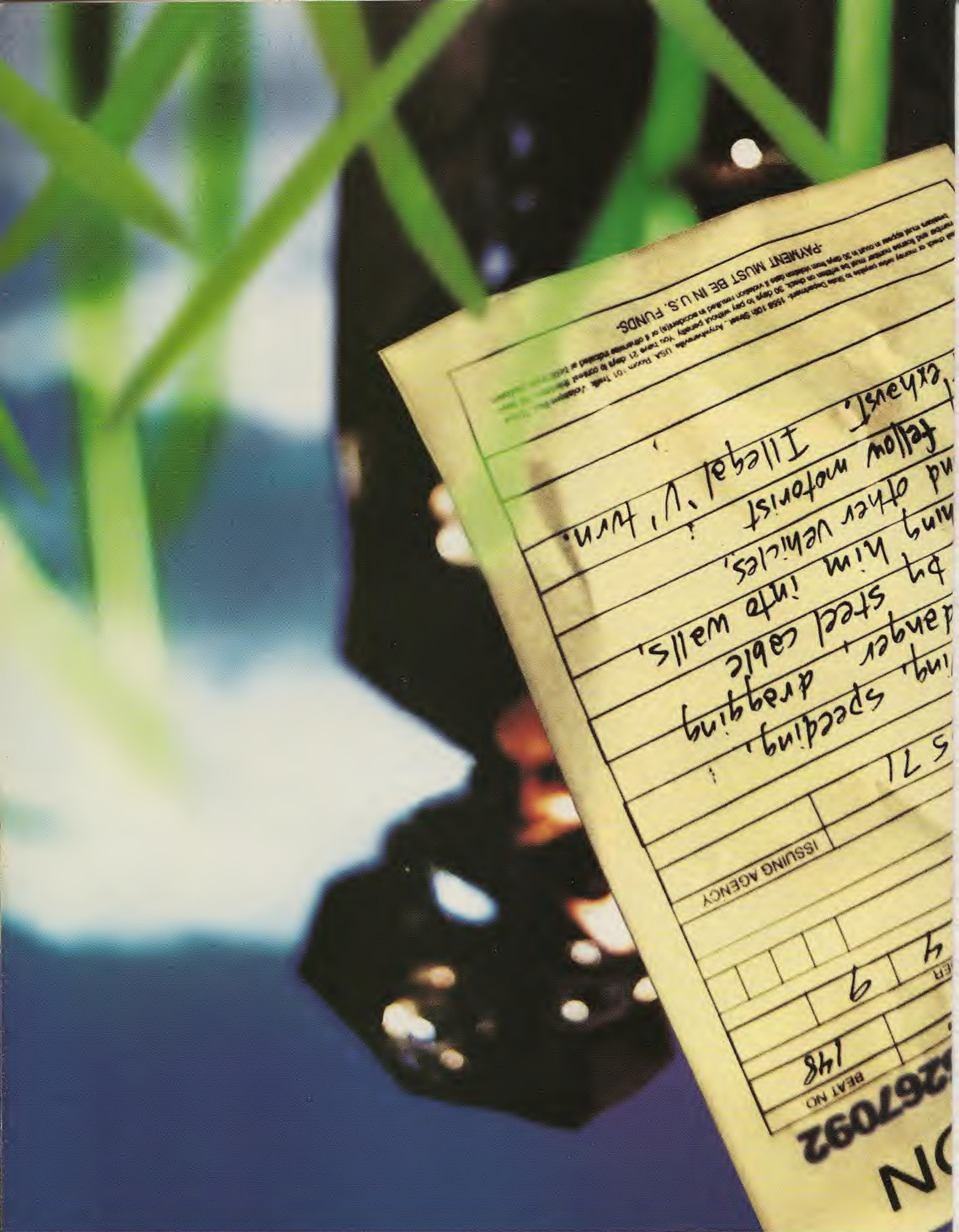
Betty Hallock is going through an East Coast Holiday Season...cold! Brrrrr. The chilly weather is a welcome change, though, and she truly feels in tune with the happiest time of year. She has been eyeing a rather expensive winter coat, but feels that protection from the elements negates the intimidating price tag.



The *T&T* staff recently attended a party at the Hollywood Athletic Club to celebrate the release of Virgin/Black Ops' excellent new helicopter action game for the PlayStation, *Black Dawn*. A *Tekken 2* tournament was part of the festivities, and the winner was none other than our own **Tyrone Rodriguez**, seen here accepting his trophy from Black Ops' Will Botti.



Deborah Lockhart is a comedian and actress in her spare time and wants to be famous. She does spot performances out of the blue in the *T&T* office, which keeps things interesting and lively.



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 VIOLATION
 4



exhibit A

Suspect erects "clothesline" between two pylons, knocks oncoming driver off his vehicle, steals said vehicle, then runs over driver repeatedly with it. Claims he was participating in a "friendly" game of "Rocket War."



exhibit B

Suspect drives at speeds in excess of 100 mph over speed limit, cutting off other drivers, endangering drivers by running them into walls and pylons. On the street, this is known as "Rocket Racing."



exhibit C

Suspect, armed with large ball attached to cable, drives erratically, smashing ball into oncoming vehicles, hurling ball at other drivers in an attempt to score points during illegal, unsanctioned game of "Rocket Ball."



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Got a cool cheat, burning question or special message for the *T&T* staff? Send your tips, tricks, queries and comments to:

TIPS & TRICKS
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

BOY, DO I HAVE EGG ON MY FACE

Dear *TIPS & TRICKS*,
My name is Geoff Minter. I recently read your magazine and I have a really cool cheat menu code for Sega Saturn's *Daytona USA* game. Here it is: At the demo screen with the cars racing on it press and hold the **A**, **B** and **C** buttons and press **START**. You should see a black screen and then you will see a screen with nine circles and it will look like a space-type screen. It's a programmer's screen where you can change the language or mess around with the backgrounds and music tracks and so on!

—Geoff Minter
Collinsville, IL

Well Geoff, what you have found is the default CD player screen for the Saturn system which you can see by turning on the system without the disk. That particular button combination will reset the machine with just about every Saturn game; for some reason, *Daytona* kicks you out of

the game and into the CD system menu when you try to do this. You should have seen this the very first time you powered up your Saturn to set the internal clock and select a language, so you must have bought the machine from a friend or something. To see the "programmer's screen" with any Saturn, simply turn on the system with no disk in, then put the CD inside and close the lid.

DEFENDER OF T&T

Dear *TIPS & TRICKS*,
I'll make a deal with you, if you print my letter, I'll punch anyone who disses your magazine. I'd probably do that anyway, though. Oh well.

—John Brown
Fairbanks, Alaska

We don't condone violence at T&T, John, but you can point out to those dissers that they have unbelievably pathetic lives which revolve around scratching their bottoms and getting joy out of bad mouthing a poor defenseless magazine. Just as good as a punch.

IONE FAN CLUB?

Dear *TIPS & TRICKS*,
Hi! Needless to say, I can safely assume that you are doing fine. And your magazine is one I could easily consider as one of the best in town. I regularly buy your magazine at first sight. (I just browse through the other magazines and put them back on the shelf. . . shame on me huh?) I was wondering what your criteria is for putting tips in your pages, since I occasionally see

TOKEN OF THE MONTH



Front



Back

This month's token comes from the Tilt arcade at Bellisfair Mall in Bellingham, Washington. It was sent in by Matthew Linsangan, a *TIPS & TRICKS* reader from Vancouver. Thanks, Matthew!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
TIPS & TRICKS Magazine
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tricks in other magazines that I don't see in yours. It kinda makes me wonder why. I really think your magazine is COOL! And I read a lot of the letters in your letter column about Betty. But doesn't Lone Flores get that kind of mail too? Uh-oh! My PlayStation is starting to skip on me! PANIC! PANIC! AAAAHHH! Bye now!

—George M. Mendoza
Pompano Beach, FL

George, the *T&T* staff puts every code to the test and as you know it is a time-consuming and laborious process. Every once in a while one of our competitors will beat us to a tip, but some of them also have a habit of printing bogus codes that don't work at all.

Lone does get plenty of mail and thanks everyone for their kind words, except for that freak with the "swimsuit issue" idea.

SHADY DEALINGS AT SEGA CITY

Dear *TIPS & TRICKS*,
I work at a magazine store and unfortunately we don't sell enough of the video game mags. *TIPS & TRICKS* is one of my favorite mags, mainly because of lone, the nice wit and the cool pics.

A Sega City opened down here and it sucks. They have the buttons for *Soul Edge* set up like *Tekken*. *Virtual On* is in sit-down cabinets and costs \$1.00 to play, and *Fighting Vipers* is 75¢ to play on a machine that has a horrible monitor. Oh, well.

—Mike Todd
Austin, TX

P.S. I really like the "Arcade Brigade" comic strip. It's got a good blend of Bill Watterson and Kyle Baker to it, with a dash of Keith Giffen.

Hey Mike, do you think they messed up *Soul Edge* because it's not a Sega game? Very suspicious...but then again, that doesn't quite explain the

Fighting Vipers situation. Could Nintendo be involved?

ASK T&T

Dear *Tips & Tricks*,
Your magazine is the best I have ever read. Are you going to put some Nintendo 64 codes in the back like you do the PlayStation and stuff? Can you do random select on *Tekken 2*? Because I've been wondering. Well, I can't wait to get your magazine for next month. Good luck!

—Jeff Smith
Coal City, WV

Thanks for wishing us luck Jeff. As soon as we have a good amount of N64 stuff we will put all the codes (real codes and not weak hints) available. You can only do random select in *Tekken 2* if you're playing in Team Battle mode To do the random select, just select the number of fighters on your team and hit the **START** button twice.

Kelly Franks has discovered some mysterious connection between *Different Strokes* star Gary Coleman and Sony mascot Crash Bandicoot. How about a drawing of Webster and Heihachi next time Kelly?)



X-Men vs. Street Fighter



X-MEN™
Vs.
STREET FIGHTER
MASTER STRATEGY
by **Tyrone Rodriguez**



SECRET CODES

PLAY AS AKUMA

At the character-select screen, highlight Magneto, Juggernaut, Dhalsim or M. Bison and press **Up**; Akuma's picture box will appear. The easiest secret-character code in history!

PLAY AS ALPHA CHUN-LI

At the character-select screen, highlight Chun-Li, hold the **START** button and press any action button to choose Chun-Li in her *Street Fighter Alpha* costume.

RANDOM SELECT

Hold the joystick diagonally in the **Up/Left** (↖) or **Up/Right** (↗) direction for three seconds. The cursor will begin to cycle through the different characters; just press an action button to choose your character. Note: If you pick a character, then use the random select feature for your second character, the cursor will skip the first fighter you chose. However, you can use the Alpha Chun-Li code to create a team of two Chun-Lis as follows: Choose the Alpha Chun-Li as described above, then use the random select trick and press a button at the exact moment when the cursor passes over Chun-Li. You'll get the XSF Chun-Li teamed up with the Alpha version. They look different, but they have the same moves.

By now, I should have learned to expect anything from Capcom...but no, I was surprised when I heard about *X-Men vs. Street Fighter*. What was I thinking? I mean, after *Super Puzzle Fighter II Turbo*, anything is possible. What's next, *1941 vs. Side Arms*?

Silliness aside, *X-Men vs. Street Fighter* (or XSF for short) is another attempt to keep us happy until *Street Fighter III* hits next year. It's not a bad game, either—however, you should be aware that the game plays more like *X-Men: Children of the Atom* or *Marvel Super Heroes* than the *Street Fighter* series. Some *Street Fighter* fans may find it awkward to use their favorite characters in a new environment, but I'm sure that you can and will get used to it.

The X-Men are represented by six heroes and two villains from the comic series and Saturday morning cartoon show, with nine World Warriors having been plucked from the *Street Fighter* universe. The gameplay has been refined even more so than that of *Marvel Super Heroes*, but it's still very reminiscent of the original *Children of the Atom* coin-op.





SUPER JUMPS

One of the most important lessons to learn is that this game is not *Street Fighter*. You can adopt a traditional *Street Fighter* playing style, but be warned that you are going to get spanked by opposing players who know what they're doing. There are many differences between Capcom's Marvel Comics fighting games and the *Street Fighter* dynasty.

First, *Street Fighter* playfields are not much more than one screen high. In XSF, the playfields can be up to four times taller! The reason for this is that each character can perform a Super Jump (**Down**, then **Up** quickly or press all three **Kick** buttons simultaneously) after which various things can be done. Some fighters can wall jump, others can double jump. You can also perform certain special attacks while airborne, and combos are possible as well. Super Jumps can also help you to get out of a corner trap.

DASHING

Besides Super Jumps, XSF has also implemented Retreat (**← ←** quickly or **←** + all three **Punch** buttons) and Advancing Dashes (**→ →** quickly or **→** + all three **Punch** buttons.) These two maneuvers won't scare the Marvel crew too much—we've had these since *Children of the Atom*—but *Street Fighter* fans have a whole new dimension to deal with. Fighters like Charlie can follow immediately behind a slow Sonic Boom and jump in like Guile used to do. This adds a lot of strategy to the *Street Fighter* characters. You can't really expect to have them do the same thing they used to do. The Retreat Dash can be used to avoid oncoming slow projectiles and such. Certain non-special moves can be done only while dashing. Dashes can also be used to start ground-to-air combos.

BLOCKING

The dynamics of blocking have also changed drastically in XSF, especially if you've been playing *Street Fighter* exclusively. In *Alpha 2* it was not possible to air-block ground attacks such as a Roundhouse Kick or low Fierce Punch, though some special attacks like Fireballs could be air-blocked. Deep Dragon Punches were also unblockable...but that's all changed in XSF. Almost anything can be air-blocked in this game, even some Super Combos.

With this in mind, you can now jump in to your heart's content and not have to worry about retribution. Try jumping into your opponent while air-blocking; 90% of the time, their instincts will respond with an anti-air special attack such as a Dragon Punch or Flash Kick. After you have blocked that hit, you can quickly dash towards your opponent and send them into the air with a combo initializer and follow up with one of the combos shown on the next few pages. If your opponent doesn't attack you and stands there in a block stall, you can go for a low hit (like a low Short Kick) as soon as you hit the ground and flow it into a Combo Initializer.

PUSH-AWAY COUNTERS

To complement the blocking differences, XSF has also added Push-Away Counters (while blocking, press all three **Punch** buttons simultaneously.) This pushes your opponent away from you, which is a good way to get you out of the corner when you need it. It does no harm to your opponent but can set up a combos if done properly. It can be against Super Combos such as Ryu's Shinkuu Hadoken to inch your way towards him. Once you're within range you can counter attack with a Variable Counter.

ROLLING

Rolling has only one distance in XSF. Rolling isn't too essential except to keep your opponent's timing off. SFA2 had three different distances when rolling, XSF has only one. Although there is only one roll distance, you are less vulnerable when rolling. Sometimes you will roll behind an opponent and then you can unleash a Super Combo. This cheap trick carries over from SFA2.

LAUNCHERS/COMBO INITIALIZERS

Just as in *X-Men* and *Marvel Super Heroes*, XSF has non-special ground based attacks which launch the recipient high into the air. When seen for the first time it looks very weird, but Combo Initializers (also known as Launchers) are what make huge combos possible in XSF. Each character has at least one launcher. Launchers can be used alone or while in the middle of a ground combo. What is necessary to use launchers to their fullest capacity is to know at what angle and height do they send the victim. Once you learn this you can use different launchers for different situations. Some have better range than others while others are more consistent when they connect. The following is a list of Combo Initializers. Be sure to remember that some require that you be very close to your opponent.

Akuma	Crouching Fierce Punch
Magneto	Standing Strong Punch; Crouching Fierce Punch
Sabretooth	Crouching Fierce Punch, Standing Fierce Punch
Gambit	Crouching Fierce Punch
Wolverine	Standing Roundhouse Kick
Juggernaut	Crouching Fierce Punch
Storm	Crouching Fierce Punch
Rogue	Crouching Fierce Punch; Standing Roundhouse Kick
Cyclops	Standing Strong Punch; Crouching Forward Kick; Standing Roundhouse
Dhalsim	In close, Standing Strong Punch
Chun-li	In close, Standing Roundhouse Kick
Cammy	In close, Standing Roundhouse Kick
Ryu	Crouching Fierce Punch
M.Bison	Standing Fierce Punch
Zangief	Crouching Strong Punch
Charlie	Crouching Fierce Punch
Ken	Crouching Fierce Punch

TAG TEAM

Taking a cue from games such as *King of Fighters* and *Power Instinct Legends*, XSF is a tag-team game. Once again Capcom has taken the time to refine something that others have created. As in other games, victory depends on the selection of your team. It doesn't matter how good two separate fighters are individually; in this game they must be compatible to work together. Oddly enough, some unusual combinations work great together. Although some combos are great, the question of who will be your primary attacker is still a matter of personal taste.

TAGGING OUT

By pressing Fierce Punch + Roundhouse Kick simultaneously, your teammate comes forth from the background and takes the place of your currently selected fighter. Let's say your team consists of Gambit and Cammy and you are currently using Gambit—when you press Fierce Punch + Roundhouse Kick, Cammy will jump into the playfield with an angled kick (it looks like Adon's Jaguar Kick) and immediately follow with a taunt. The taunt after the initial hit was added by Capcom to prevent players from constantly swapping fighters.

This new option has its ups and down. It can be used to get out of bad situations, but can also put you in a worst one. If you use it while your opponent is starting a Super Combo, one person in your team is going to get nailed; although it can be used to snap out of a block stall. If your opponent jumps in with a kick you can immediately call in your team mate. The best time to use it is when the life bar of one of your fighters is about to be exhausted.

LIFE RECOVERY

During battle you may notice that your life bar is green. When a hit is sustained the green level lowers and a red bar appears behind it. This happens throughout the match. You know that the green bar is your life meter, but the red represents possible recovery life. When a fighter sits out, his or her energy begins to regenerate at a slow but steady pace. A small spark appears at the end of the energy bar while it increases. The spark disappears when the maximum has been reached. When used properly, switching fighters can ensure victory by default.

VARIABLE COUNTER

Ha! And you thought that Counters were removed. While these only serve to infuriate your opponent, they are great. Variable Counters use up X Power/Super Meter. They are performed by pressing **↓ ↘ →** + Fierce Punch + Roundhouse Kick. When used, a Variable Counter calls forth your teammate and they attack your opponent for you. After they have completed their counter, they remain in the fight so if you don't want them to stay it may be wise to switch right after you've hit your opponent. Variable Counters do not have as much priority over certain attacks as Alpha Counters did in *Street Fighter Alpha 2*. If used at the wrong time, you will get hit and take the chance of losing a valuable fighter. Once a team member is KOed, you no longer have Variable Counters at your disposal. This is another aspect of *Street Fighter* that isn't as integral as it used to be. As a rule they should be used to save a fighter low on energy. It's better to have two fighters with mid to low energy than one fighter who doesn't have the luxury of sitting out and recovering a bit of energy. So, if your opponent tries to cheese you with a blocked super, use your Variable counter.

X-Men vs. Street Fighter



TEAM SUPER COMBOS

Another new addition is that of Team Super moves. By using two levels of your Super Meter, you can have both fighters take out any opponent. The command is ↓ ↘ → + Fierce Punch.

Magneto	Magnetic Shockwave
Sabretooth	Berserker Claw X
Gambit	Royal Flush
Wolverine	Berserker Barrage
Juggernaut	Juggernaut Head Crush
Storm	Lightening Storm
Rogue	Punch Fury
Cyclops	Hyper Optic Beam
Dhalsim	Yoga Inferno
Chun Li	Mega Kikoken
Cammy	Cannon Spike Attack
Ryu	Shinkuu Hadoken
M.Bison	Nightmare Knee press
Zangief	Final Atomic Buster
Charlie	Somersault Justice
Ken	Shoryeppa
Akuma	Air Shinkuu Hadoken

COMBOS

Combos can be classified by three types: Ground, Air and Super. A ground Combo is one which has both fighters on the ground (presumably near each other); this kind of combo can end on the ground or air. Air combos are combos in which one or both fighters are in the air. These generally are the larger combos and require more skill to execute. The last are Super Combos; these can be ground or air, but include a Super Combo somewhere in the mix.

GROUND COMBOS

Ground Combos are generally easy to accomplish. They are normally chain attacks ending with a special attack of some sort. Almost every fighter has some form of a chain. There are exceptions such as the slower stronger fighters making up for their lack of finesse with brute strength.

Ground combos are not limited to having your opponent standing next to you. Downed opponents can be continually attacked or at the very least another hit added to the combo. Here's a simple example which you may want to try:

Using Wolverine

1. Jump in with a Jab Punch, into Strong Punch (both executed while airborne)
2. When you land press Jab Punch, Short Kick into a...
3. Tornado Claw (→ ↓ ↘ + Punch) and press Punch repeatedly while in the air.
4. As soon as you land you can get an extra hit by pressing ↘ + Fierce Punch to do Logan's Slide attack

AIR COMBOS

Air Combos generally are juggle combos. They don't always require that you start airborne. You can go from a small ground combo into a combo initializer/launcher then continue on with some aerial hits. The physics of air combos not only change from fighter to fighter, but have other factors which include character size, distance to opponent, placement in playfield, etc. It's easier to get more hits against Juggernaut in the corner versus, let's say, a smaller fighter like Wolverine who is a harder target to smack around. While near the corner it is possible to repeat the same combo over and over again for an infinite number of hits. This may seem cool to do, but you may not want to do this unless you enjoy getting beat up for playing "cheap".

SUPER COMBOS

While combos were considered by some in SF to be too difficult to pull off during the heat of battle. The good news for those that thought so is that Super Combos in XSF are performed in one simple motion with two buttons. The bad news is that some of us prefer and have gotten used to the "difficult" Super Combos. What this does is allow more players to do those cool tournament-style Super Combos

with ease. Most Charge-based Super Combos have also been changed to allow for instant access to them during a combo. Here's an example of how a Super combo has changed from SFA2 to XSF:

Using Ken in SFA2

1. Jump in with a Roundhouse Kick
2. Do one low Fierce Punch
3. Immediately follow with a Shinryuken (↓ ↘ → ↓ ↘ → + Kick)

In XSF here is the same combo:

1. Jump in with a Roundhouse Kick
 2. Do one low Fierce Punch
 3. Immediately do Ken's Shinryuken (↓ ↘ → + two Kick buttons)
- You tell me which one is easier

Super Combos can be said to encompass the whole range of combos. Once again, it is entirely within the realm of possibility to go from a ground combo into an air combo and end with a Super Combo. If you're feeling gutsy you can try a team Super Combo after an aerial combo.

Try this Ground to Air to Super Combo with Ryu:

1. Jump in with a Roundhouse Kick
2. When you land do a Crouching Jab Punch, Short Kick, then Fierce Punch (will knock them up)
3. Meet them in the air and press Jab punch, then Strong Punch.
4. From the Strong Punch go into a Air Shinkuu Hadoken (↓ ↘ → + two Punch buttons.) Not too easy not too hard. But very classy.

Super Combos not only can be used at the end of a combo, but can also get you extra hits after a simple Low trip.

Here's another, this time with Charlie and M.Bison:

1. While you have Charlie selected, go in close and trip your opponent with a low Roundhouse Kick
2. Immediately (and I mean VERY quickly) press ↓ ↘ → Fierce Punch + Roundhouse Kick. Both fighters should nail your opponent
3. If you don't want to use two whole levels of Super Meter then try ↓ ↘ ← + two Kick buttons instead.

General Commands

- Push Away Counter**—When blocking, Jab Punch + Strong Punch + Fierce Punch
Player Swap—Fierce Punch + Roundhouse Kick
Hyper Team Super Combo—↓ ↘ → + Fierce Punch + Roundhouse Kick (requires two super bars)
Variable Counter—When blocking, ← ↙ ↓ + Fierce Punch + Roundhouse Kick
Hyper jump—↓ ↑ or Short Kick + Forward Kick + Roundhouse Kick
Advance—→ → or → + Jab Punch + Strong Punch + Fierce Punch
Retreat—← ← or ← + Short Kick + Forward Kick + Roundhouse Kick
Recovery Roll—← ↙ ↓ + Punch
Taunt—START button

Note: All moves denoted with Ⓐ can be done in mid-air.

THE FIGHTERS





Gambit



Strength	3
Agility/Speed	3
Combo Factor	3
Overall	3

The Ragin' Cajun holds his own quite well in XSF. Gambit may not be a combo master like his Marvel counterparts, but he sure is a well-rounded fighter. He plays like a distant relative of Rolento or even Vega. His staff give him great range and all his tricks (pun intended) give him the ace in the hole.

Using a Jab Cajun Slash is your safest bet against a blocking opponent; almost the only way to counter it is with an actual Variable Counter. The speed of his Kinetic Cards and the fact that they are invisible help immensely. His preferred method of attack is picking away at your opponent, not letting them in. Even when blocked, the Royal Flush does serious damage. Perfect if you want to get a low-on-energy opponent out of the way.

Kinetic Card A
↓ ↘ → + Punch (can be performed while airborne)
Trick Card
↓ ↘ ← + Punch
Cajun Slash
→ ↓ ↘ + Punch
Cajun Strike
↓ ↑ + Punch, then Kick
Cajun Strike
↓ ↑ + Kick

Super Attack

Royal Flush
↓ ↘ → + two Punch buttons

Ground Combos

4-Hits	Hold ↓, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
5-Hits	Jab Punch, Short Kick, Strong Punch, Forward Kick, Fierce Punch
7-Hits	Jab Punch, Short Kick, Strong Punch, Forward Kick, end with a Fierce Cajun Slash

Air Combos

6-Hits	Jab Punch, Short Kick, ↓ + Fierce Punch, hold Up, Short Kick, Forward Kick, Roundhouse Kick
7-Hits	Jump in with → + Jab Punch, Jab Punch, Short Kick, ↓ + Fierce Punch, Jump, Short Kick, Forward Kick, Roundhouse Kick



Wolverine



Strength	3
Agility/Speed	4
Combo Factor	5
Overall	4

The second of three Marvel fighters to have been in all three games, Wolverine still has the cheese going on. Some of that has been toned-down, it appears, but when you learn Wolverine properly he can still wreak havoc—especially on the larger, more lethargic fighters.

The Drill Claw now has its limitations, yet still can be used effectively during and after combos. It leaves Logan open to attack if blocked so it cannot be used as a toll versus blockers. A reminder: The Super Berserker Barrage can juggle/connect after pretty much any of his attacks with the right timing.

Berserker Barrage
↓ ↘ → + Punch (push Punch repeatedly for more hits)
Tornado Claw
→ ↓ ↘ + Punch (push Punch repeatedly for more hits)
Drill Claw A
Any direction + Strong Punch + Short Kick

Super Attacks

Berserker Barrage
↓ ↘ → + two Punch buttons
Weapon X
→ ↓ ↘ + two Punch buttons

Ground Combos

6-Hits	Jump in with → + Jab, Punch, Jab Punch, Short Kick, Forward Kick, Forward Kick, Roundhouse Kick
12-Hits	Short Kick, Forward Kick, Forward Kick, do a Berserker Barrage, follow with a low Fierce Punch Slide (↘ + Fierce Punch)
12-Hits	Short Kick, Forward Kick, Forward Kick, Fierce Punch Slide (↘ + Fierce Punch), end with a Berserker Barrage
13-Hits	Jab Punch, Jab Punch, Forward Kick, Forward Kick, Fierce Punch Slide (↘ + Fierce Punch), end with a Berserker Barrage

Air Combos

6-Hits	Jab Punch, Short Kick, Roundhouse Kick, Jump Up, Short Kick, Strong Punch, Fierce Punch
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Super Combo

While on the ground near your opponent press ↓ + Roundhouse Kick, then go into a Super Berserker Barrage (↓ ↘ → + two Punch buttons)



Juggernaut



Strength	5
Agility/Speed	1
Combo Factor	2
Overall	2

What can you say about the Red giant except that he loves punishment? He can still shrug off damage and attacks like before. This is definitely not a good thing. You'll find that most opponents tend to stay airborne versus Juggernaut. This is to take advantage of a possible air-to-ground combo. He will buckle under a Super Combo, but otherwise you're

going to have to sit there and take the hits. He can be juggled like no other fighter due to his size; an easy target for anyone.

If you plan to use Juggernaut you must exercise the utmost patience. You must always try to "listen" for projectiles. As soon as you expect one to come your way, do a Juggernaut Punch. You will sustain damage, but you won't be as hurt as your opponent. You may also want to know that Juggernaut can juggle indefinitely in the corner after the proper procedure. I leave finding this up to you.

Cyttorak Power-Up
→ ↓ ↘ + two Punch buttons
Earthquake Punch
→ ↘ ↓ ↘ ← + Punch
Juggernaut Punch
← ↘ ↓ ↘ → + Punch
Juggernaut Splash
← ↘ ↓ ↘ → + Kick
Nail Slam
Near opponent, → ↘ ↓ ↘ ← + Kick

Super Attack

Juggernaut Head Crush
↓ ↘ → + two Punch buttons

Air Combos

3-Hits	Jab Punch, Strong Punch, Fierce Punch
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Super Combo

Variable	Crouching Roundhouse Kick, Juggernaut Head Crush (↓ ↘ → + two Punch buttons)
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X-Men vs. Street Fighter



Storm

Strength	3
Agility/Speed	3
Combo Factor	3
Overall	3

As you can see, Ororo appears to be a run-of-the-mill fighter. However, statistics can be deceiving. Storm is a great character. You can't see it on paper, but she rocks. As before, she is a keep-away fighter. Implement her flight, then constantly send down the rain of natural elements and most players will be hard pressed to reach Storm. She's like a female version of Iron Man from *Marvel Super Heroes*.

If you for some reason don't like to use Flying as her main "weapon" then by all means don't—but do try this. Each and every time that your opponent tries to get in on her, try to launch them with a Crouching Fierce Punch. Immediately after, follow with a small combo or better yet—and much more effective—try using one of her Super Moves. They guarantee good damage and fearful opponents.

Whirlwind
↓ ↘ → + Punch
Lighting Ⓐ
Any of the eight directions+ Strong Punch+ Short Kick
Double Typhoon
↓ ↙ ← + Punch
Fly
↓ ↙ ← + two Kick buttons

Super Attacks

Lightning Storm
↓ ↘ → + two Punch buttons
Ice Storm
↓ ↙ ← + two Punch buttons



Rogue

Strength	4
Agility/Speed	3
Combo Factor	3
Overall	3

This Southern Belle's Power Drain allows her to steal other fighters' abilities, which almost makes up for her lack of special attacks. Then again, so does her attack/damage ratio. She's almost as powerful as some of the titans—cuter, too.

After performing her Power Drain on Zangief, for instance, she has the ability to perform Spinning Pile Drivers on her opponents. Sometimes a team can be its own downfall versus Rogue. She can steal Dhal-sim's Yoga Flame and use it against Zangief.

How's that for conflicting interest? The problem with Rogue is that although she is nowhere near as slow as Juggernaut she faces similar problems; she just doesn't have enough technique in comparison with the other fighters.

Super Punch
↓ ↘ → + Punch
Rising Punch
→ ↓ ↘ + Punch
Power Drain
↓ ↙ ← + Kick
Copy Cat
↓ ↘ →

Super Attack

Punch Fury
↓ ↘ → + two Punch buttons

Ground Combos

4-Hits	Jab Punch, Short Kick, Strong Punch, Crouching Roundhouse Kick
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Air Combos

4-Hits	Crouching Fierce Punch, Jump Up, Jab Punch, Short Kick, Strong Punch
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Cyclops

Strength	4
Agility/Speed	4
Combo Factor	3
Overall	4

If you wanna spread the cheese, here's your man. Who else can follow a slow projectile with a very fast one? As in *X-Men: Children of the Atom*, Cyclops can send an optic ray by pressing Fierce Punch (isn't that difficult? I'm being sarcastic) while standing or crouching. You can go from this projectile into his Optic Blast. The first projectile nullifies your opponents attack and the second hits them. Easily among the more favored fighters, Cyclops is easy to learn and has moderate combo possibilities. He can play keep-away, but also can play inside with cheap patterns and easy-to-do combos.

Optic blast Ⓐ
↓ ↘ → + Punch
Optic Reflect
→ ↘ ↓ ↙ ← + Punch
Gene Splice
→ ↓ ↘ + Punch (press Punch repeatedly for more hits)
Cyclop Kick
→ ↘ ↓ ↙ ← + Kick
Neck Breaker Throw
→ → + Fierce Punch+ Roundhouse Kick
Rapid Punch
→ → + Jab Punch+ Short Kick, then punch repeatedly

Super Attacks

Mega Optic Blast
→ ↘ ↓ ↙ ← + two Punch buttons
Hyper Optic Blast
↓ ↘ → + two Punch buttons

Ground Combos

4-Hits	Jab Punch, Short Kick, Forward Kick, ↓ ↘ → + Jab Punch
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Air Combos

5-Hits	Strong Punch, Jump into you opponent, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
6-Hits	Strong Punch, Jump into you opponent, Jab Punch, Short Kick, Strong Punch, Forward Kick, Roundhouse Kick
7-Hits	Strong Punch, Jump into you opponent, Jab Punch, Short Kick, Strong Punch, Forward Kick, Fierce Punch, Roundhouse Kick
7-Hits	Strong Punch, Jump into you opponent, Jab Punch, Short Kick, Strong Punch, Fierce Punch, Forward Kick, Roundhouse Kick

Super Combos

24-36 Hits	While in close start off with Hyper Optic Blast (↓ ↘ → + two Punch buttons), press Fierce Punch repeatedly, wait, Strong Punch, Jump Up, Jab Punch, Short Kick, Strong Punch, Forward Kick, Roundhouse Kick
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Dhalsim



Strength	3
Agility/Speed	1
Combo Factor	2
Overall	2

"Poor Dhalsim"... isn't that what you're thinking right now? In reality, Dhalsim is a very good fighter. His worst problem is versus quick fighters like Cammy and that's when you bring in your team member. As in *Street Fighter Alpha 2*, Dhalsim plays keep-away. His combo ability is low, but he's got some new tricks to make up for that.

The Yoga Strike is still useful versus jumpers, but not as much since it can be blocked without difficulty. This also leads to opponents jumping in, blocking the Yoga Strike and dashing at Dhalsim under the Strike. Try to stick with the appendages against jumpers. He still has his Roundhouse Slide and now it can be used to set up throws into combos. Dhalsim can also throw from an Offensive Crouch position (↘). Try sliding constantly at an opponent while in close, holding the stick in the ↘ Position. Keep pressing the Roundhouse Kick button and eventually you will throw them. Once you have the timing down you can get it every time.

Yoga Fire A
↓ ↘ → + Punch
Yoga Flame
→ ↘ ↓ ↙ ← + Punch
Yoga Strike
→ ↘ ↓ ↙ ← + Kick
Yoga Teleport A
→ ↓ ↘ three Punch or Kick buttons
Reverse Teleport A
← ↓ ↙ + three Punch or Kick buttons

Super Attacks

Yoga Inferno
↓ ↘ → + two Punch buttons
Yoga Slam
↓ ↘ → + two Kick buttons

Air Combos

5-Hits	Jab Punch, Short Kick, Strong Punch, Forward Kick, ↓ + Fierce Punch
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Super Combo

Variable	Throw by pressing → + Fierce Punch, immediately go into a Yoga Inferno (↓ ↘ → + two Punch buttons) and aim upwards
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Chun-Li



Strength	3
Agility/Speed	5
Combo Factor	3
Overall	4

Chun-Li is back with a vengeance and slight modifications to her attributes. Some of her special attack have been tweaked for the better and revised motions for her super combos allow even novices to look slick.

Her Kikoken remains basically the same (it still goes the full amount of the screen) as does her Spinning Air Kick. Her world famous Lightning Kick now can be done while airborne giving her the options for air combos with the Lightning Kick. The Axe Kick has been changed to suite the game. In *Street Fighter Alpha 2* she remained on ground level while in the Axe Kick—in XSF her Axe Kick resembles a parabola (look it up). This new Axe Kick can be used during combos or to juggle.

Lightning Kick A
Press Kick repeatedly
Spinning Air Kick
Charge ↓ ↑ + Kick
Kikoken
← ↓ ↘ → + Punch
Axe Kick
→ ↘ ↓ ↙ ← + Kick

Super Attacks

Kikoken
↓ ↘ → + two Punch buttons
Thousand Burst Kicks
↓ ↘ → + two Kick buttons
Super Air Spinning Kick
↓ ↙ ← + two Kick buttons

Ground Combos

4-Hits	Jab Punch, Short Kick, Forward Kick, ↓ + Roundhouse Kick
5-Hits	Jump+ Strong Punch, Jab Punch, Short Kick, Forward Kick, ↓ + Roundhouse Kick
6-Hits	Charge Down, Jab Punch, Short Kick, Up+ Roundhouse Kick
7-Hits	After a throw, walk Forward and press Roundhouse Kick repeatedly ..(unblockable)

Air Combos

6-Hits	Roundhouse Kick, hold Up, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
7-Hits	Roundhouse Kick, hold Up, Jab Punch, Short Kick, Strong Punch, Forward Kick, Roundhouse Kick
8-Hits	Roundhouse Kick, hold Up, Forward Kick, repeat Kick-Forward Kick

Super Combos

25-Hits	Jab Punch, Short Kick, Strong Punch, ↓ + Forward Kick, ↓ ↘ → + two Kick buttons, Kick repeatedly
14-Hits	Jab Punch, Short Kick, ↓ ↘ → + two Kick buttons, wait then press Roundhouse Kick repeatedly



Cammy



Strength	3
Agility/Speed	5
Combo Factor	4
Overall	3

If anything XSF is a great game simply because it marks the return of Cammy. Think of Cammy as a melding of Spider-man and Psylocke.

Cammy acts and plays just like both of them. Her Killer Bill Assault is nothing more than a glorified Maximum Spider. Most of Cammy's chain combos have carried over from Spider-Man and Psy.

If you remember her at all from *Super Street Fighter II Turbo* then you'll be glad to know that it's the same girl with a new outfit. You can use her in a similar way, but try to compensate for the new environment. And always use her Cannon Counter—it's like having a free Alpha Counter. It will sure stop opposing players from constantly jumping with attacks. It cannot counter throws or projectiles, though.

Spinning Arrow A
↓ ↘ → + Kick
Spinning Knuckle
↓ ↘ → + Punch
Cannon Spark
→ ↓ ↘ + Kick
Hooligan Combo
↓ ↙ ← + Kick, Punch
Cannon Counter
↓ ↙ ← + Punch
Air Thrust Kick
While airborne, ↓ ↙ ← + Kick

Super Attacks

Cannon Spike Attack
↓ ↘ → + two Kick buttons
Killer Bill Assault A
↓ ↙ ← + two Kick buttons

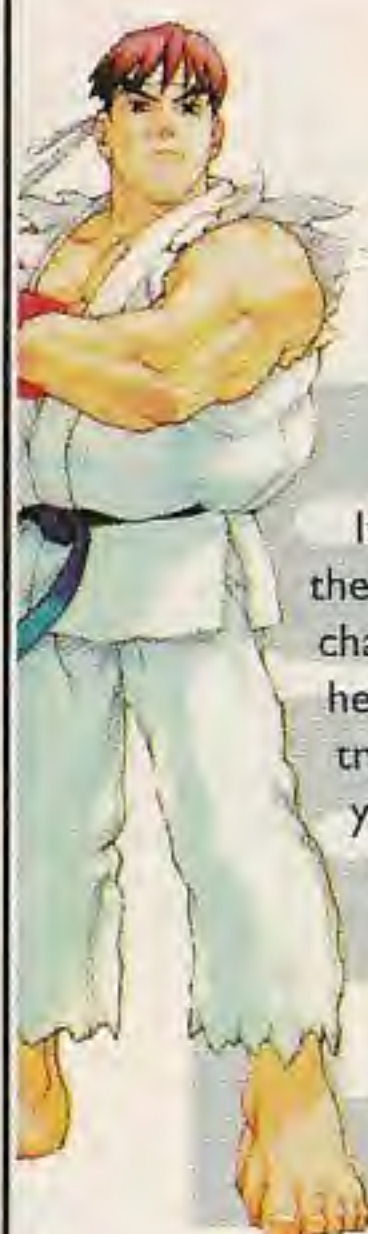
Ground Combos

3-Hits	Forward Kick, Roundhouse Kick, → ↓ ↘ + Roundhouse Kick
4-Hits	Short Kick, Forward Kick, Roundhouse Kick, ↓ ↘ → + Roundhouse Kick

Air Combos

5-Hits	Forward Kick, Roundhouse Kick, Jump Up, Jab Punch, Forward Kick, Roundhouse Kick Forward, → + Short Kick
6-Hits	Forward Kick, Roundhouse Kick, Jump Up, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
7-Hits	Forward Kick, Roundhouse Kick, Jump Up, Jab Punch, Short Kick, Strong Punch, Forward Kick, Roundhouse Kick





Ryu

Strength	3
Agility/Speed	3
Combo Factor	3
Overall	3

It's not a surprise that Ryu isn't the best fighter in XSF. The more a character plays like SF the less likely he or she is to excel here. You can try and play like this is SFA2, but you're not going to get anywhere. Every SFA2 combo works here, but this is XSF. A new learning curve is required for both Ken and Ryu in XSF. With levels up to four screens high, you're not going to trap anyone that can still breathe in the corner.

His Hurricane Kick comes in handier than the Fireball. Use it to juggle at the end of ground combos and you'll see. The Dragon Punch has lost it altogether ever since air-blocking.

Hadoken A
↓ ↘ → + Punch
Shoryuken
→ ↓ ↘ Punch
Tatsumakisenpuukyaku A
↓ ↙ ← + Kick
Overhead Punch
→ + Strong Punch
Spin Kick
→ + Forward Kick

Super Attacks

Shinkuu Hadoken A
↓ ↘ → two Punch buttons
Tatsumakisenpuukyaku
↓ ↙ ← + two Kick buttons

Ground Combos

4-Hits	→ + Forward Kick, Crouch Down, Short Kick, Forward Kick, Roundhouse Kick
4-Hits	Jab Punch, Short Kick, Forward Kick

Air Combos

5-Hits	While crouching, Forward Kick, Fierce Punch, jump Up, Strong Punch, Fierce Punch
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Super Combo

22-Hits	Crouch Down, Short Kick, Forward Kick, ↓ ↘ → + two Punch buttons
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M. Bison

Strength	3
Agility/Speed	3
Combo Factor	2
Overall	3

New moves to Bison's already rather large list give him an increased edge in battle. Both the Psycho Shot and Knee Press have been changed to circular motions which make them more accessible in a combo or even

away from combos.

The Psycho Shot arches up a bit then zooms towards his opponent now. While his combo possibility is low he has high technique. There's a million things you can try while fighting. The Psycho Field has a huge radius. It goes slow enough to follow behind.

Psycho Shot
← ↙ ↓ ↘ → + Punch
Knee Press
← ↙ ↓ ↘ → + Kick
Headpress
Charge ↓, ↑ + Kick, Punch
Psycho Reverse
Charge ↓ ↑ + Punch, Punch
Psycho Field
→ ↘ ↓ ↙ ← + Punch
Float
↓ ↙ ← + three Kick buttons
Teleport
→ ↓ ↘ + three Punch or Kick buttons
Reverse Teleport
← ↓ ↙ + three Punch or Kick buttons

Super Attacks

Psycho Crusher
↓ ↘ → + two Punch buttons
Nightmare Knee Press
↓ ↘ → + two Kick buttons

Air Combo

8-Hits	Jump in with a Short Kick, and Strong Punch, on the ground press, Short Kick, Strong Punch, ↓ + Fierce Punch, Jump Up, Short Kick, Strong Punch, Roundhouse Kick
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Super Combos

Variable	Jump in with a Short Kick, Strong Punch, Short Kick, Psycho Crusher (↓ ↘ → + two Punch buttons)
Variable	In close, start with a Psycho Field (→ ↘ ↓ ↙ ← + Punch), press Strong Punch into the Psycho Crusher (↓ ↘ → + two Punch buttons)



Zangief

Strength	4
Agility/Speed	2
Combo Factor	3
Overall	3



'Gief returns and plays just like SFA2 with an aerial Spinning Pile Driver. Unbelievably, Zangief has good combo potential. After a launcher you can follow with a "juggle" (if we can call it that) using an aerial Spinning Pile Driver. He can shrug off hits like Jugger-naut when attempting to snatch you. This is good for some, but can really allow better players to be very cheap.

Lariat A
three Punch or Kick buttons simultaneously
Spinning Piledriver A
Rotate the joystick 360 degrees+ Punch
Banishing Fist
→ ↓ ↘ + Punch
Siberian Suplex
Rotate the joystick 360 degrees+ Kick(Close)
Flying Power
↓ ↘ → + Kick (air)
Aerial Throw
↓ ↙ ← + Kick
Earthquake
→ + Strong Punch; while airborne, ↓ + Strong Punch
Dashing Throw
→ → + Strong, or Fierce Punch, or → or Roundhouse Kick

Super Attack

Final Atomic Buster
Rotate the joystick 360 degrees+ two Punch buttons

Ground Combos

3-Hits	Jump Forward+ Jab Punch, Jab Punch, Lariat
3-Hits	Roundhouse Kick, Lariat

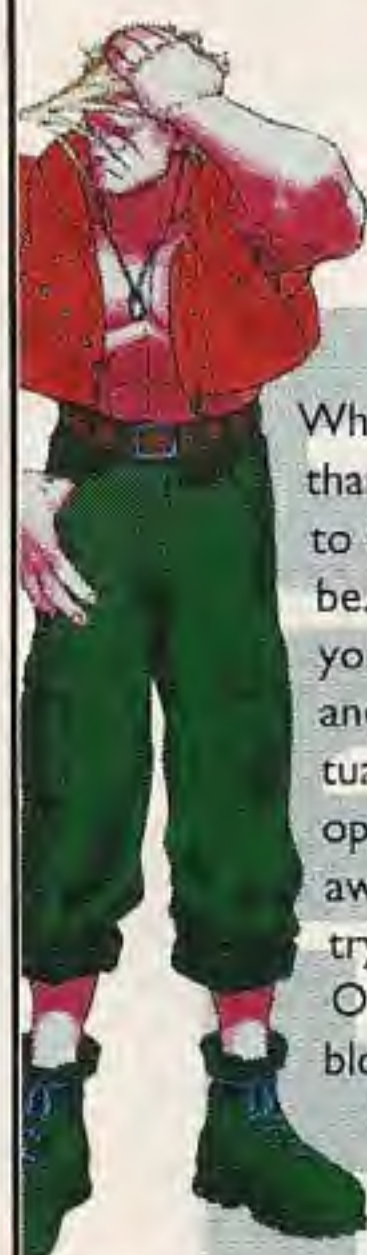
Air Combos

4-Hits	↓ + Strong Punch, Jump Up, Short Kick, Forward Kick, Roundhouse Kick
5-Hits	↓ + Strong Punch, Jump Up, Short Kick, Forward Kick, Roundhouse Kick, Roundhouse Kick
5-Hits	↓ + Strong Punch, Jump Up, Short Kick, Forward Kick, Lariat, wait then ↓ + Roundhouse Kick





Charlie



Strength	3
Agility/Speed	3
Combo Factor	4
Overall	3

What Charlie lacked in SFA2 he more than makes up for here. It's flashbacks to Guile to see how cheap Charlie can be. With Dashes implemented into play you can follow behind a slow Boom and do whatever you like. You can actually throw after the boom if you're opponent doesn't try to push you away. There are many things you can try now that weren't possible in SFA2. Of course, the Flash Kick can be air blocked, but you have instant access to Somersault Justice. So if you've got a jumper just use the Super. You can also you the same Super right after you trip your opponent with a low Roundhouse Kick. Overall, I'd say Charlie rules.

Sonic Boom
Charge Back, → + Punch
Flash Kick
Charge ↓ ↑ + Kick
Reverse Flash Kick
While airborne, ↑ ↗ + Kick

Super Attacks

Sonic Barrage
↓ ↘ → + two Punch buttons
Sonic Blitz
↓ ↘ → + two Kick buttons
Somersault Justice
↓ ↙ ← + two Kick buttons

Ground Combos

4-Hits	Crouch Down, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
4-Hits	Charge Down, Jab Punch, Forward Kick, ↑ + Roundhouse Kick
5-Hits	Crouch Down, Short Kick, Forward Kick, ↑ + Roundhouse Kick
6-Hits	Crouch Down, Jab Punch, Short Kick, Forward Kick, ↑ + Roundhouse Kick

Air Combos

5-Hits	Jab Punch, Down+ Fierce Punch, hold Up, Jab Punch, Strong Punch, Fierce Punch
6-Hits	Crouch Down, Jab Punch, Strong Punch, Fierce Punch, Jump Up, Short Kick, Forward Kick, Roundhouse Kick into Reverse Flash Kick (↑ ↗ + Kick)

Super Combos

19-Hits	Jab Punch, Strong Punch, Fierce Punch, into Sonic Blitz (↓ ↘ → + two Kick buttons)
15-Hits	Short Kick, Forward Kick, Roundhouse Kick, end with Somersault Justice (↓ ↙ ← + two Kick buttons)



Ken



Strength	3
Agility/Speed	3
Combo Factor	3
Overall	3

As with Ryu, Ken is an average fighter, nothing big. Ken may have a slight edge over Ryu since all his special attacks can be done while airborne (this includes the Dragon Punch). Also his Fireball arches at an angle as opposed to Ryu's horizontal Hadoken.

Ken has also lost his biggest asset-the roll. No longer can you roll behind someone and Super them to death, over and over again. As mentioned about the Street Fighter's if you want to win with them you're going to have to re-learn the way they play.

Hadoken A
↓ ↘ → + Punch
Shoryuken A
→ ↓ ↘ + Punch
Overhead Kick
→ + Forward Kick
Tatsumakisenpukyaku A
↓ ↙ ← + Kick

Super Attacks

Shoryeppa
↓ ↘ → + two Punch buttons
Shinryuken
↓ ↘ → + two Kick buttons

Ground Combos

4-Hits	Crouch Down, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
5-Hits	Jab Punch, Short Kick, Forward Kick, ↓ + Roundhouse Kick
5-Hits	Jab Punch, Short Kick, Forward Kick, Fierce Hadoken (↓ ↘ → + Fierce Punch)
8-Hits	Crouch Down, Short Kick, Forward Kick, Fierce Hurricane Kick (↓ ↙ ← + Roundhouse Kick), Down+ Roundhouse Kick

Super Combo

14-Hits	↓ + Jab Punch, ↓ + Strong Punch, Forward Kick, Shoryeppa (↓ ↘ → + two Punch buttons)
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Akuma



Strength	3
Agility/Speed	3
Combo Factor	3
Overall	3

Akuma makes his second appearance in a Marvel game. He is one of the few Street Fighter's that doesn't suffer in the transition. His Super are more than adequate and his special attack seem faster than Ryu or Ken's. Combo may be similar to Ken's, but he has some extras like being able to use three Super meters in one combo through the use of juggles. A good compliment if you've found your main fighter. Think of him like the clean up batter. Cheap if you want him to be.

Gouhadoken
↓ ↘ → + Punch
Zankokya
↓ ↙ ← Kick
Goushoryuken
→ ↓ ↘ + Punch
Zankokya
↓ ↙ ← Kick
Overhead Punch
→ + Strong Punch
Spin Kick
→ + Forward Kick
Ashura Warp
→ ↓ ↘ + three Punch or Kick buttons
Reverse Warp
← ↓ ↙ + three Punch or Kick buttons

Super Attacks

Shinkuu Hadoken
↓ ↙ ← + two Punch buttons
Shoryeppa
↓ ↘ → two Punch buttons
Air Shinkuu Hadoken
While Airborne, ↓ ↘ → + two Punch buttons
Raging Demon
Jab Punch, Jab Punch, → Short Kick, Fierce Punch

Ground Combos

4-Hits	Crouch Down, Jab Punch, Short Kick, Forward Kick, Roundhouse Kick
5-Hits	Jab Punch, Short Kick, → Kick, ↓ + Roundhouse Kick
5-Hits	Jab Punch, Short Kick, Forward Kick, Fierce Hadoken (↓ ↘ → + Fierce Punch)
8-Hits	Crouch Down, Short Kick, Forward Kick, Fierce Hurricane Kick (↓ ↙ ← + Roundhouse Kick), ↓ + Roundhouse Kick

Super Combos

14-Hits	↓ + Jab Punch, ↓ + Strong Punch, Forward Kick, Shoryeppa (↓ ↘ → + two Punch buttons)
22-Hits	Crouch Down, Short Kick, Forward Kick, ↓ ↘ → + two Punch buttons
Variable	Jump in with a Roundhouse Kick, when you land do a Crouching Jab Punch, Short Kick, then Fierce Punch (will knock them up), meet them in the air and press Jab punch, then Strong Punch, from the Strong Punch go into a Air Shinkuu Hadoken (↓ ↙ ← + two Punch buttons).



Magneto

Strength	3
Agility/Speed	4
Combo Factor	4
Overall	4

The Lord of Polarity makes his third consecutive appearance with style. Not to be outdone by his peers, Magneto returns virtually untouched from his former cheap self. His combo factor is high and his annoyance factor even higher. If a good Magneto player wants to keep you out, there is nothing

you can do to stop them.

His Hyper Gravitation can still be used to set up insane combos, including some infinities. Here's one that you can modify to your liking: While near the corner, grab your unwary opponent with Hyper Gravitation. The next step in this process is to press Roundhouse Kick. A standing Roundhouse Kick connects twice, but the trick is to only connect once and "cut off" the animation with another Hyper Gravitation. This can be done indefinitely. Very boring, yet effective. The trick to this is that you not only have the option of trapping them with Hyper Gravitation. You can also go into his Magnetic Shockwave or a Team Super Combo. The choice is yours.

E-M Disruptor
↓ ↘ → + Punch
Hyper Gravitation
→ ↘ ↓ ↙ ← + Kick
Magnetic Blast
While airborne, ↑ ↗ → + Punch
Forcefield
↓ ↘ → + Kick
Float
→ ↘ ↓ ↙ ← + all three Kick buttons

Super Attacks

Magnetic Shockwave
↓ ↘ → + two Punch buttons
Magnetic Tempest
↓ ↘ → + two Kick buttons



Sabretooth

Strength	3
Agility/Speed	3
Combo Factor	5
Overall	4

I guess it was about time that Logan's arch-nemesis made an appearance, but the way he plays I wish he hadn't. Sabretooth may be among the most annoying fighters in the mix. His combos are great and the damage they do is nothing to scoff at either. Find yourself another cheap fighter to compliment Sabretooth's methods and you've got yourself a

cheap team which most likely will be unstoppable.

When he jumps in at you, Sabretooth can do a couple of things; he can continually jump in on you until your guard goes down, then come in for the kill with one of his many combos. The best way to use Sabretooth is to continually jump in at your opponent while alternating between jump-in attacks and jump-in blocks. If you jump in while blocking and the other player does nothing, you can throw them.

Berserker Claw
↓ ↘ → + Punch
Wildfang
→ ↘ ↓ ↙ ← + Punch
Armed Birdie
→ ↘ ↓ ↙ ← + Kick

Super Attacks

Berserker Claw X
↓ ↘ → + two Punch buttons
Super Armed Birdie
→ ↘ ↓ ↙ ← + two Kick buttons
Weapon X Dash
→ ↓ ↘ + two Punch buttons

Air Combos

8-Hits	Jump in with Roundhouse Kick, Crouch Down and press jab Punch, Fierce Punch, Jump Up, Jab Punch, Short Kick, Strong Punch, Forward Kick. Air Throw with Forward + Strong Punch
12-Hits	Jump in with Roundhouse Kick, Crouch Down and press jab Punch, Fierce Punch, Jump Up, Jab Punch, Short Kick, Strong Punch, Forward Kick, Fierce Punch, Roundhouse Kick, Crouching Fierce Punch on downed opponent

Super Combo

7-Hits	Start with a Wildfang in the corner (→ ↘ ↓ ↙ ← + Punch, do a Crouching Short Kick, Berserker Claw X (↓ ↘ → + two Punch buttons)
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Master Strategy

by Wataru Maruyama

BEAT UP!

It doesn't happen often, but this sequel to last year's forgettable *Savage Reign* solves almost every major problem that plagued the game the first time out. *Kizuna Encounter* has a revamped play system that gets rid of the annoying line changing and switches the focus to a Tag Team format.

TAG TEAM

The Tag Team setup in *Kizuna* does not follow the *King of Fighters* model in which each character must be defeated before the team is eliminated. If one of your players is defeated, so is the team. This makes the tag feature more than a gimmick and an integral part of the strategy which will lead to victory. There are a couple of interesting points about Tag Team battles that you should know:

- **Tag Proximity**—The spot where your tag partner will enter the battle is dependent on where you press the Tag button in the Change square. If you press it toward the front of the square (nearest to the middle of the screen), your partner will jump in near the back of the square. Tagging anywhere near the middle or back of the square will force your companion to jump-in toward the front of the square.
- **Weapon Recovery**—You cannot get dizzy in *Kizuna Encounter*, but you can lose your weapon if you're taking a beating. You would normally have to go retrieve your weapon, but if you are closer to your Tag Square, bring in your partner; when you tag and come back into battle, you will automatically have your weapon back.
- **Attacking**—Unfortunately, you cannot attack when tagging back in.

KIZUNA ENCOUNTER



ATTACK AND DEFENSE SYSTEM

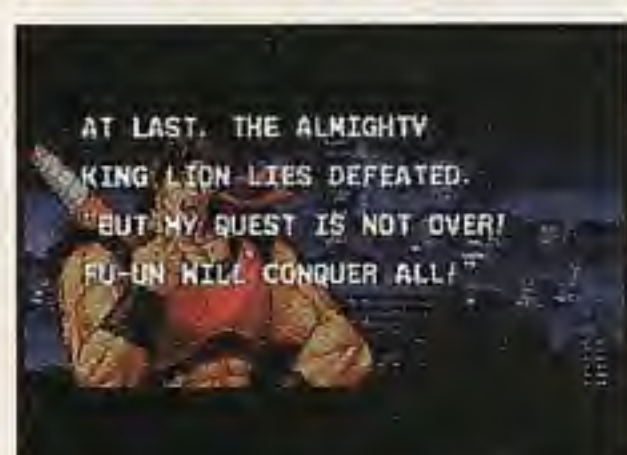
You have three different normal attacks and three strong versions of these strikes. Simply press \rightarrow + **A**, **B** or **C** to execute the stronger attacks. This works for ducking attacks and jumping attacks. You can dodge attacks by pressing **A** + **B** or move behind opponents by pressing \rightarrow + **A** + **B**.

COMBO SYSTEM

If you've been to an arcade in the last year or so, you should know that the Rush Combo system has become the standard method to tally hit counts in fighting games played on the Neo-Geo. *Kizuna Encounter* follows suit, with very few variations on existing themes. The main difference is that you can get multiple hits in the air and continue with ground hits including ducking strikes mixed with high blows. This is done with the standard Rush method of pressing the buttons in quick succession—also known as Chain Combos in *Street Fighter* speak.

BOSSES

The first Boss you face is the Real or Fake King Lion—depending on who you beat it with—who has done away with the mysterious crow. The crow turns into an ultrapowerful version of Mezu and Gozu with some original moves sprinkled about. King Lion is best attacked with low strikes and jump-in attacks. Depending on the difficulty setting on the machine, you could have success with the desperation attack.



COOL STUFF

COOL STUFF

Here are some things that are handy to know:

- **Dashing**—You can dash forward or back step by pressing $\rightarrow \rightarrow$ or $\leftarrow \leftarrow$. You cannot attack during this, and there is a delay between a dash stop and attack which makes this an almost useless feature.
- **Power Bars**—If the time expires in a match before one fighter is defeated, the total energy of both players on a team is tallied against the total of the other, not just the energy level of the current fighters.
- **Desperation Move**—You can only do the desperation attacks when your meter is half gone and flashing red. These attacks are identified with a **D** in the character move lists.
- **Taunting**—Taunt your opponent by pressing **C** + **D**.
- **Blood Mode**—The default setting for this game has the blood turned off, so ask your arcade operator to turn on the *sangre*, baby! Arcade owners usually tinker with the difficulty and time settings when a new game comes in, so they should know what you're talking about and will make an effort to keep the quarters coming.



GOZU

Special Attacks

Furnace Blast

Press **A** repeatedly

Thundering Heaven Blast

$\downarrow \leftarrow \leftarrow$ + **C**

Icarus' Immolation

$\rightarrow \downarrow \searrow$ + **A**, **B** or **C**

Rolling Talon Shredder

Jump to wall, then \leftarrow + **C**

Mad Bull Blast

\downarrow briefly, then \uparrow + **A**

Jaguar Assault Attack **D**

$\rightarrow \searrow \downarrow \leftarrow \leftarrow$ + **A**



Gozu, also known as the fire ninja, is one of the strongest characters in the game. His strength is in his punches and weapon attacks, which have many Rush combinations. Gozu's specials are based on fire, which makes certain moves more effective (Mad Bull Blast) and others too slow (Icarus' Immolation). The Furnace Blast can be used in juggles, but is best if utilized in Rush attacks.



Best Partner: Mezu or Hayate

Gozu's brother Mezu complements his own moves and gives this team-up a parity in execution of moves. Hayate's faster, long-range specials and strong kick attacks are a good switch from Gozu and keep opponents off-balance.





CHUNG

Special Attacks
White Tiger Gouge
→ ↓ ↘ + C
Thousand Slap Slasher
→ ↓ ↘ + A
Purple Dragon Belch
→ ↘ ↓ ↙ ← + C
Cock-A-Doodle Die
When enraged, → ← → + C
Flame Pillar Fandango
When enraged, jump, then press ↓ + C
Hermit's Blast D
→ ↘ ↓ ↙ ← → + A



Chung is much improved from the last game, with lots of powerful specials. Unfortunately, his desperation attack is among the weakest of all the characters because of its extremely short range. His stick gives him quite a reach and his speed is greater than most in the game. When his energy is half gone, he becomes enraged and turns into a psycho-looking geezer who can now perform some extra-special attacks that cannot be done otherwise. The Flame Pillar Fandango is the more effective of the two "enraged" attacks, with better range and ease of execution.



Best Partner: Kim or King Lion

Although both Kim and Chung wield a staff-like weapon, their ways of utilizing them are very different. Kim has an equal dependence on his kicks, while Chung concentrates on weapon attacks. King Lion has a contrasting approach that relies on power strikes; this will keep his partnership with Chung a rewarding one for people who choose them and frustrating for those who stand against them.



JOKER

Special Attacks
Crazy Toy
→ ↓ ↘ + C
Bloody Parasol
While jumping, ↓ + A
Roller Dash
← ↙ ↓ ↘ → + A
Mad Hatter Heave
→ ↘ ↓ ↙ ← + C
Magician's Cards
↓ ↘ → + C
Good Face D
→ ↘ ↓ ↙ ← → + A



The Joker is the hardest character to get used to because of his wacky attack delays and off-beat specials. The Magician's Cards are very slow and should only be used when far off from opponents. The Bloody Parasol and Roller Dash are his best moves due to their range and trickiness. It takes a lot of patience and practice to use Joker well, but not many will opt to use this clown, so opponents are less likely to know what you're up to.



Best Partner: Rosa or Gordon

Rosa's quickness and agility can get you out of a jam if your opponent is really hammering the Joker. Her sword speed is perfect for keeping your enemies' timing off. The other option is to go with a bruiser who can be a setup man for the unorthodox Joker. Gordon is not that slow and needs someone like Joker to counteract wily opponents.



EAGLE

Special Attacks
American Screw
While jumping, ↓ + B
Flash Wing
→ ↓ ↘ + B
Front Suplex
← ↙ ↓ ↘ → + A
Diving Body Attack
Jump to wall, then ← + A
Axe Boom
↓ ↙ ← + C
Eagle Special D
→ ↘ ↓ ↙ ← → + A



After the ninja brothers, Eagle is probably the next-strongest and well-balanced character in the game. His American Screw attack can be devastating if you don't rely on it often and use it to spring a surprise. Aside from Gordon, he is the only other character to have "grab" specials, which have their strengths and weaknesses. Eagle's Desperation Attack is a grab, which is unfortunate because it has limited range and is rather slow in developing.



Best Partner: Hayate or Mezu

Hayate is slightly behind Eagle in effectiveness, but just by a hair. With these guys together, you have a potent combination of speed and power that is hard to match. Pairing Mezu up with Eagle is another example of the strong flocking together. To control these great forces well requires slight timing corrections when switching between characters.



KIM



Special Attacks

Dazzling Flight Slice

↓ briefly, then ↑ + C

Crescent Moon Slash

↓ ↙ ← + B

Swoop Kick

While jumping, ↓ + B

Three-Rage Rammer

↓ ↘ → + C

(Repeat up to three times for additional hits)

Phoenix Kick **D**

→ ↘ ↓ ↙ ← → + A

ROSA



Special Attacks

Whirlwind Rosa

→ ↓ ↘ + C

Comet Attack

↓ ↙ ← + B

Fakeout Blast

While jumping, ↓ + C

Rosa Punisher

→ ↘ ↓ ↙ ← + C

Crescent Slicer

↓ ↘ → + C

Twilight Victory **D**

→ ↓ ↙ ← → + A

HAYATE



Special Attacks

Slash of Fury

← ↙ ↓ ↘ → + A

Spirit Blast

→ ↓ ↘ + B

Wind of Wham

While jumping, ↓ + A

Flying Phantom Crunch

↓ briefly, then ↑ + A + B + C

Column of Concentration

→ ↘ ↓ ↙ ← + C

Hayate Dance **D**

→ ↘ ↓ ↙ ← → + A

Kim's greatest asset is his speed, with his strong legs a close second. His staff is used for the power blows, but should be kept in reserve until you get a good opening. His Crescent Moon Slash is very effective and should be familiar to anyone who has played as him before in other games. Yes, this is indeed Kim Kaphwan from the *Fatal Fury* series; the other new character, Rosa, is from *Art of Fighting 3*. A very strange and random choice for new characters, which opens the door for new participants in *King of Fighters '97*.



Best Partners: Chung or Hayate

Chung should be used second in this pairing, with Kim trying out his stuff first. Chung can be used very cheaply and thus should be held back so his talent can be utilized. Hayate brings stability to this pair and a lot more power. Kim should not be teamed up with someone who is vastly different in style, so Hayate maintains this balance.



Rosa is also very quick, and the best part is that her sword is also fast on the draw. Her blade is most effective in Rush combinations where her deadly cuts cannot be blocked. The Whirlwind Rosa is her uppercut attack, which is about average in range and effectiveness; but her Crescent Slicer projectile attack is only good for long-range functions, since it is slow in developing and slow in movement. The Comet attack is probably on the top of her list. Her Desperation Attack is not bad, but close opponent proximity is necessary.



Best Partner: Joker or Gordon

Rosa's speed and blade are the perfect backup to the offbeat Joker. If your Joker shenanigans are being countered, bringing Rosa in could be what spells relief. Big Gordon should lead off in a pairing with the big man and the little woman, with as much damage as possible being incurred by Gordon before Rosa steps in to clean up or bail her partner out.



The main character of the game has not changed in power, but the new attack system has helped to make him the force he should have been in the first game. His projectile attacks are very good and are easily the best in the game. He seems to have an easier time pulling off Rush combos with a wide variety of starting points which allow the inclusion of special attacks. His Spirit Blast—an uppercut knee—is not as strong as it could have been and does not have a great range, which is important for air counters.



Best Partner: Kim or Eagle

Hayate is the enforcer of the team with Kim and should be used second if you are more proficient with Hayate. On the other hand, Eagle should be used second in the pairing with him and Hayate due to the slight edge he has in power. Once again, these decisions should be based on player strength; an honest assessment of your own skills will point the way to victory.





IMPOSTER KING LION



Special Attacks
Nightmare
← ↓ ↘ → + A
Beast Blow
↓ ↘ ← + B
Silent Storm
→ ↘ ↓ ↘ ← + C
Crush of the Gods
↓ ↑ + C
Earth Chopper
↓ ↘ → + C
King's Straight D
→ ↘ ↓ ↘ ← → + A

The boss from the last game is now a playable character...or is he? To unravel the mystery, you're going to have to beat the game. King Lion has a variety of good specials, but the key is to find as many Rush combinations as possible. These are so devastating that they almost seem beyond cheap. Of course, his slow speed hampers his ability to move in quickly and his starting range for rushes is also significantly closer than that of some other characters.



Best Partner: Chung or Gozu

The old man can take care of speedier characters who give the King the most trouble. This combination should tag often and keep opponents guessing. Gozu is a quicker powerhouse who adds to King Lion's power and brings an element of surprise to the mix.



GORDON



Special Attacks
Friction Heater
→ ↓ ↘ + A
Launch Upper
↓ ↘ → + A
Hip Bomber
While jumping, ↓ + B
Hard Pressure
While jumping near opponent, ↓ + C
Spark Bolt
↓ briefly, then ↑ + C
Mad Police D
Near opponent, → ↘ ↓ ↘ ← → + A

The other big bruiser has limited range, which means that he should use the forward dodge to get closer to opponents who could otherwise be too quick for him. He does have the ability to link throw attacks and hit opponents who are falling from throw attacks. Gordon's main weakness is his speed, which sucks to the point where even his quick jab is slow. To use Gordon effectively, you'll need good positioning and aggressiveness.



Best Partner: Joker or Rosa

The odd pairing of Gordon and the Joker is for veterans only. The delay times and speed imbalance of this team are most effective for surprising opponents who are not used to seeing these characters in the hands of a live player instead of the computer. Rosa will bring Gordon the stability most players crave in a team-up and can be used in a number of flexible options.



MEZU



Special Attacks
Blazing Kick
Press B repeatedly
Ice Kimono
→ ↘ ↓ ↘ ← + B
Ice Drift Blast
← ↘ ↓ ↘ → + B
Water Jet Pummel
→ ↓ ↘ + B
Lunar Stab
↓ ↘ → + C
Rolling Thunder
↓ ↘ ← + C
Jaguar Assault Kick D
→ ↘ ↓ ↘ ← → + A

The brother of Gozu is, in my opinion, the stronger of the two ninjas, with his two avenues of destruction being his claw and his feet. Mezu specializes in the arts of water and ice, which seem to be more effective than the pyrotechnics of Gozu. The Water Jet pummel is the best water attack due to its slight delay, which makes it trickier to jump over. It does not do a lot of damage and you cannot hit the opponent while they are swept up or falling down, but it's sure to demoralize your foe.



Best Partner: Gozu or Eagle

When Mezu is teamed up with his brother, the mass destruction to follow is inevitable. The one-two punch of fire and ice is quite deadly, and you don't need to be an expert to take this combination to the top. Eagle brings a refined edge to the team-up and diversifies the pairing so that a wider variety of enemies can be countered. While Eagle complements Mezu in form, Gozu brings a "Path of Destruction" mentality to the fold.



In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

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CLIP AND MAIL



REFUEL THE GUINNESS

by nikos constant

WAVE RACE 64

TM

what you should know...

- The best view to race with is the behind-the-shoulder view. You'll be able to judge buoys, turns and tricks better.
- A "Max Power" start is key to winning. Time your start to the beeps, not the visual green.



Victory!



Beat the eight Expert tracks and you'll be given the chance to race all of the tracks backwards. Can you find any other bonuses for victory?

The Racers

Ayumi Stewart



Ayumi has the best control, so she's perfect for beginners. All tracks for this guide were beaten using her. Though she doesn't have the top speed or acceleration, the tight control makes her a winner.



David Mariner

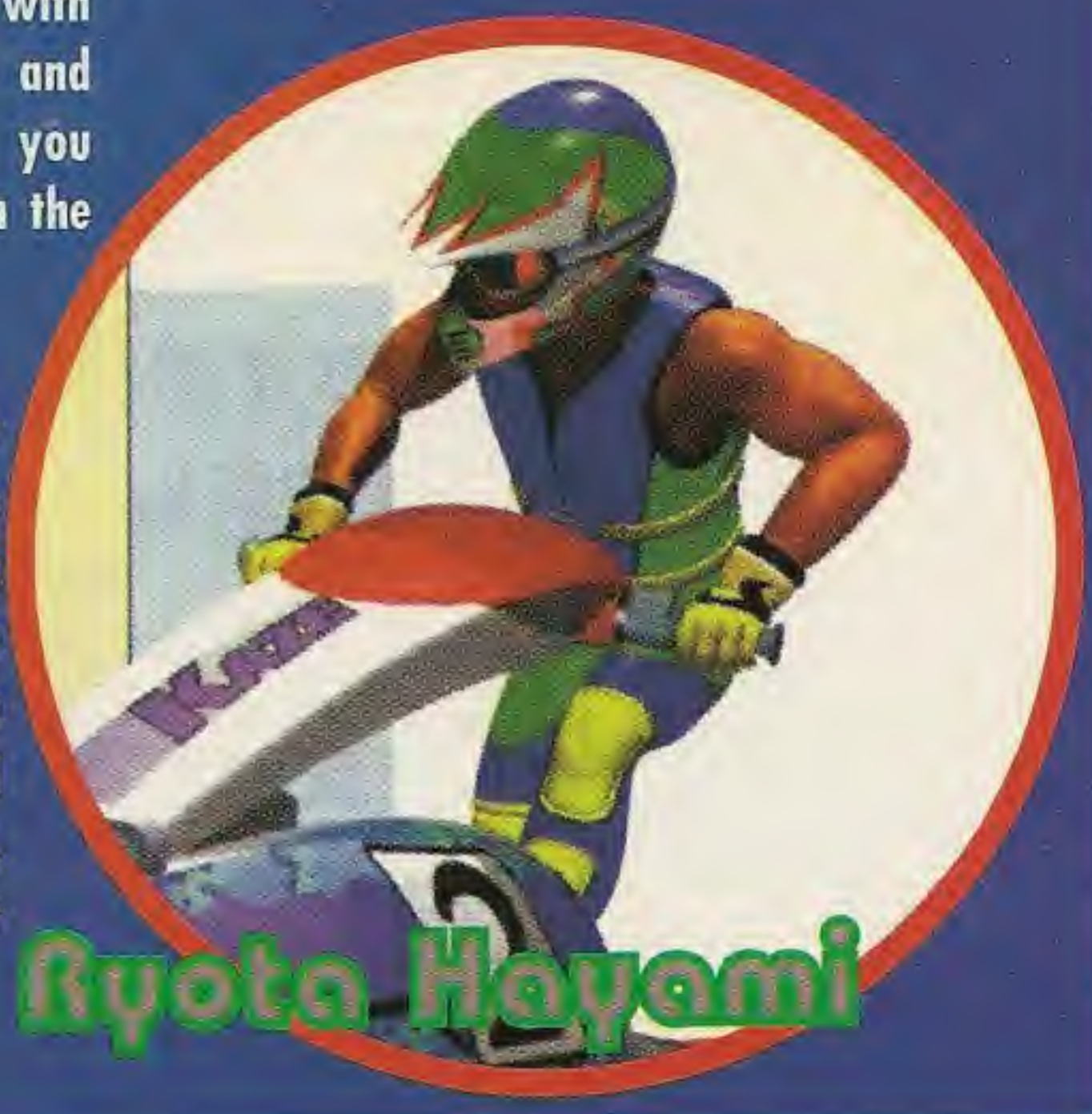
David is the oldest racer and a little chubby, but his high top speed will get you the fastest lap times. Response is a bit slow, though.

Miles-Jeter



Miles is the trickster, with sharp turning skills and quick response. If you want lots of points in the Freestyle, use him.

Ryota is another quick racer who you can use to win races and make lots of Freestyle points. Though I prefer the girl, Ryota is another winning racer.



Ryota Hayami



TURN



To do a corkscrew turn, go off the jump and quickly push left/right or right/left. To do a flip, push forward/back. Try multi-flips for extra points.



SLID



Anticipate turns so that you can cut the apex and make tight directional transitions in order to maintain your top speed.



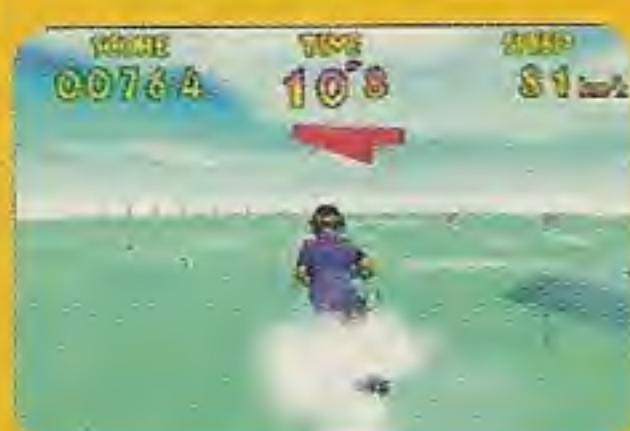
On the ramps, push the stick Down for a long jump or Up to make a short one. Short jumps keep you going faster.



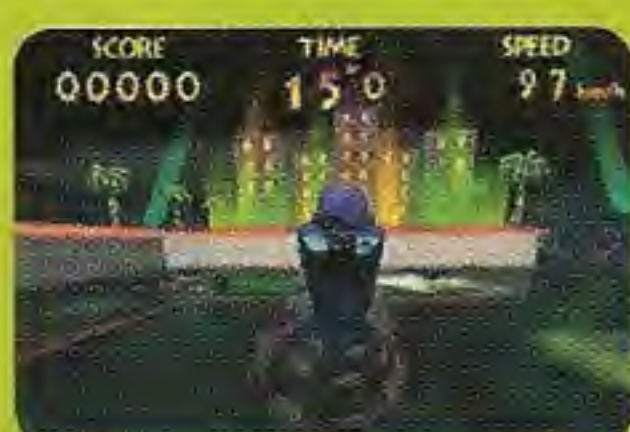
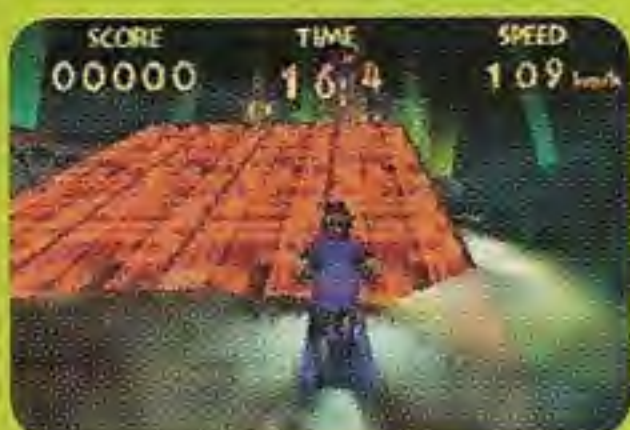
Slide across the ice to position your jet ski to make the next buoy.



On the freestyle stage, you'll have to master a myriad of tricks to gain points. In addition to ramp tricks, there are certain bike tricks that take some practice. All of them are done by letting go of the accelerator and making a motion with the controller to get your rider to do the trick. Then, once they are up, maintain the stance by accelerating and pushing the stick either **Up** or **Down** while steering to keep the rider in position. You can also add a flourish like a backflip to the end of the trick to get the rider back into the regular race position. As far as points go, remember that you should be hitting all of the rings to get high scores. In addition, make sure you reach the check points. You can double back and do jumps twice to double points. Our highest score is 17,385 points on the City and Milky Lagoon courses. We think we can get over 20,000. Can you beat us?



ES, & JUMPS



To do a duck dive, hit the ramp at high speed and point the stick **Down** as you go off the end. When you reach the apex of your

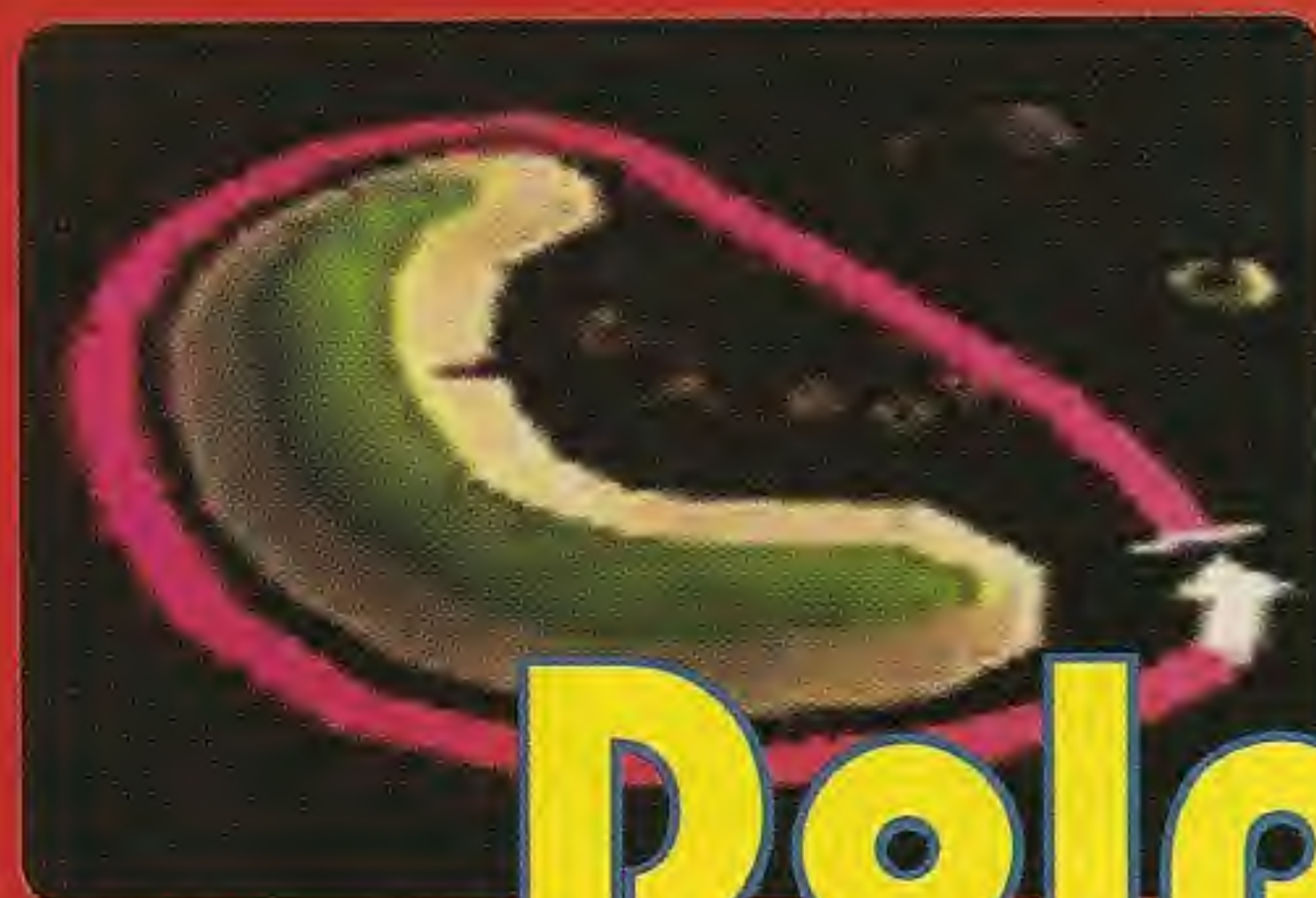


jump, press **Up** to point your nose down and go underwater. Keep gunning the accelerator to stay under longer.





TRA



Just get used to handling the Jet Ski in Dolphin Park.

Use the multiple jumps to practice your tricks, then you can move on to the real tracks to hone your skills. You don't need to spend too much time here unless you like frolicking with dolphins.

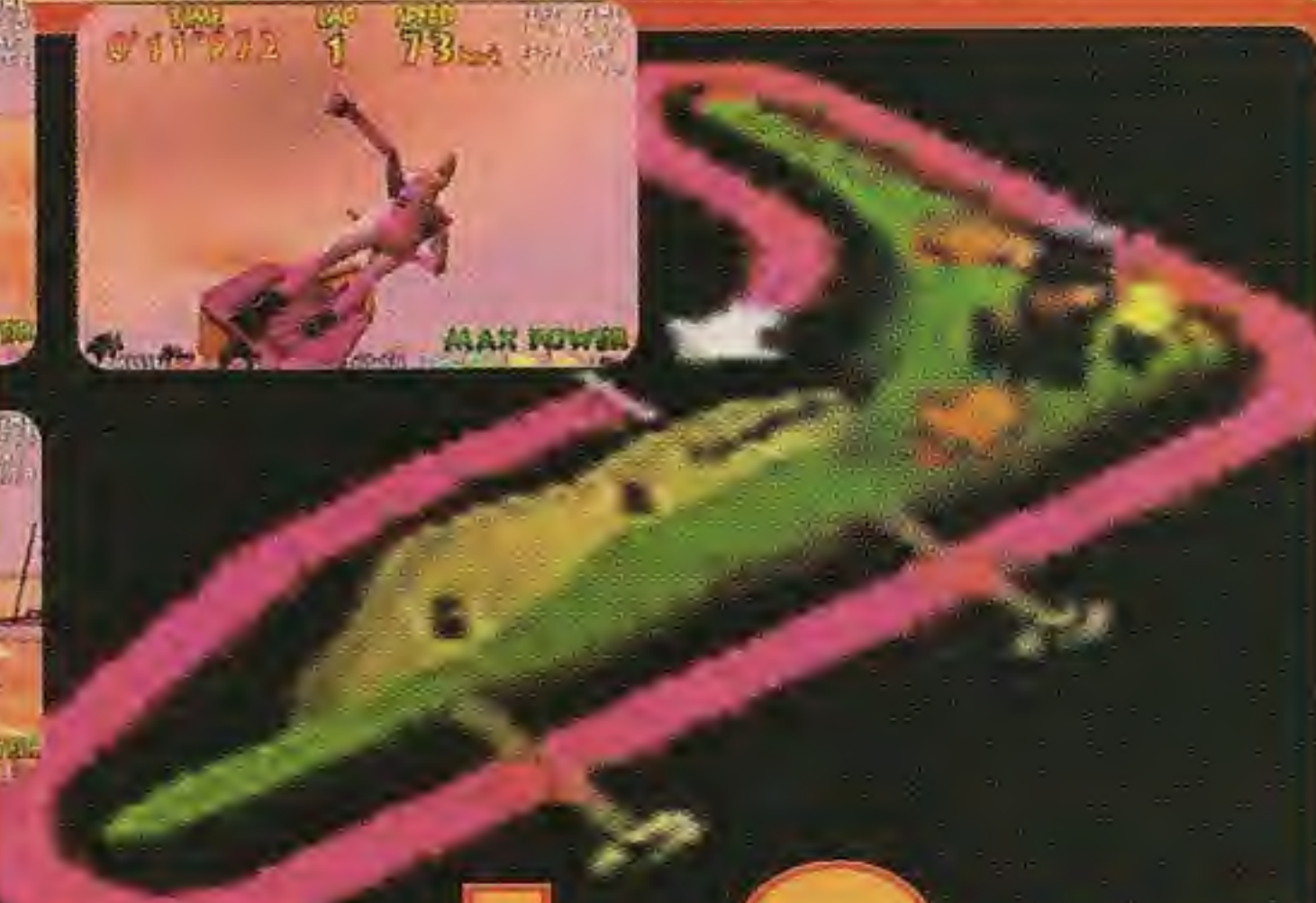
Dolphin Park

Though Sandy Beach is the first course, it's simplicity can be a challenge for even a veteran wave racer. The most important thing to do is to take all of the corners sharply. If you go off course, the other riders will pass you, so aim for the parts of the water where you can see the sand underneath. You won't slow down and you'll still be setting yourself up for the next series of buoys. Also, if you find yourself in second, don't fret. The racer in first will sometimes fall, leaving you with an open shot at first place and seven points.



Sandy Beach

Sunset Bay is the easiest course in the game. Take the turns aggressively and aim yourself on the jump to make the next buoy. Keep a clear head and you'll find yourself coming in eight to ten seconds before every other racer. If you need it, take a shortcut through the floating spikes.



Sunset Bay



Be sure to cut all the turns in Milky Lake sharply! Your opponents will pass you in the corners if you're not aggressive. Go to the left of the island and avoid the two patches of water grass; the grass slows you down. Get through the series of S turns quickly and you'll be heading for the hardest part of the course through the wood pylons. Go to the left and thread the needle through the pylons. You'll be able to maintain your speed and make all of the buoys. It seems tight, but you can make it.

Milky Lake



It's better to aim for the left of the jetty than to jump it; a jump will take away part of your speed. Avoid the floating garbage by going along the left of the first box. When the shortcut opens, watch out for the floating boxes that will knock you down.



Marine Fortress



TRA



Port Pirates is the hardest track in the game. In addition to the racers being extra-aggressive, there's a wicked shortcut that is made up of a series of successive, tight hairpins. Remember to anticipate the S turns in the shortcut. After the shortcut, the only other part of the race you have to worry about are the jumps that come right before the Start line. Always use one of the two left jumps and cut the corner to save time.



Port Pirates

Learn to do the duck dive to get past the first jump. Avoid all other jumps except for the last one to save time. Just make sure you avoid the floating spikes. Also, cut the first hard left after the duck dive tunnel. It saves time.



Castle City

Make sure you take all the water routes; jumps will just slow you down. Don't hit the floating ice balls. Take the shortcut through the sharp right turn and aim for the buoy when you go across the large patch of ice. Be

careful with the floating ice patches near the end when you go through the S turns. Aim high and thread the needle to get through without falling.



Cool Wave



You should already have enough points in the previous races to not have to worry about what happens here. Just watch out for the changing tide, avoid the boat jump and take the shortcut under the pier.



Southern Island



TOMB RAIDER

By Wataru Maruyama

If you've been playing Tomb Raiders for any length of time, you no doubt have discovered how big and difficult the levels are. This guide will help you with the main objectives of each area and will try not to ruin the many tasty surprises that await you.

BASIC and ADVANCED TECHNIQUE



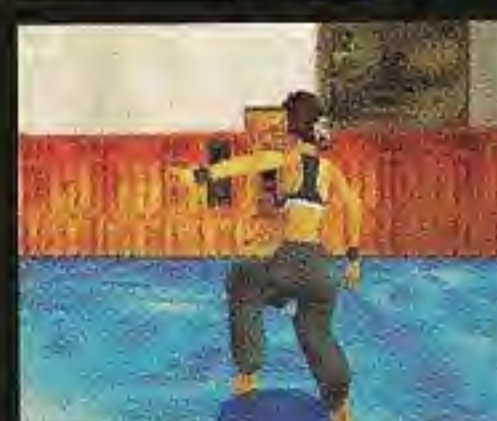
There are many moves to master and the place to work it out is the gym. Here you'll be able to have Lara tell you of her various skills and how to perform them. The only thing you won't be able to practice is

shooting at moving enemies; so here are a few pointers;



Jump & Shoot:

Jumping left or right while shooting is preferred over jumping backward or straight up. Jumping forward is only effective as a dodging maneuver when an enemy has gotten behind you.



Roll & Shoot:

Rolling is a great quick escape, but is not a very useful offensive tool.



Elevated Shooting:

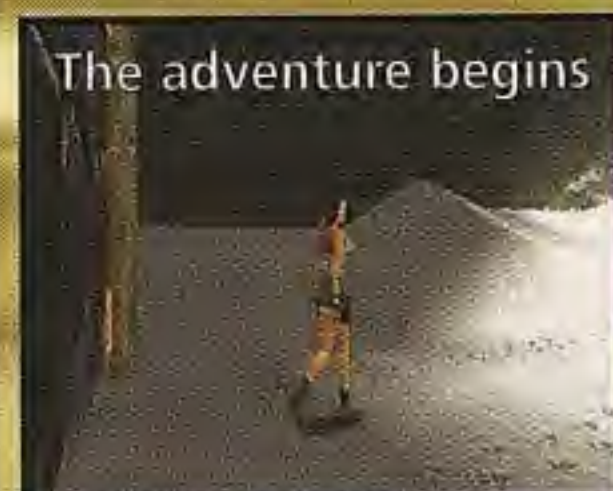
This is the choice of the wise. Most areas have elevated areas where the creatures cannot easily reach (except for bats) making it ideal for attacking without having to worry about getting hit. Take the high road young man.

Maximum Shooting:

At times when the monster(s) attack from the side, Lara will shoot them with whatever hand is closest to the enemy. This looks cool, but detracts from the total damage inflicted. Point her body toward them and have some double barrel blasting.

CAVES LEVEL 1

Work your way through the first part of the level. You will eventually stumble upon a big room with bridges which has an exit door at the far side of where you are entering from. Next will be a pit which you must jump over with a save point crystal waiting on the other side. There will be a switch in the next room which will open the first door. The exit door has a switch located on the other side of the second floor.



The adventure begins



The first switch





CITY OF VILCABAMA LEVEL 2

Hey, there be a pack of wolves here! After dispatching of them, head left and there will be a large room. Near this room is a passageway with a switch with a door right next to it which leads to a Silver Key and Gold Idol. Go back to the big room and use the silver key on the lock next to the door. Inside there will be three doors with corresponding switches. Open all of them in order and through the final door. Use the Gold Idol and exit the level. There is also a pool which leads to a hidden room if you can find the door switch.



LOST VALLEY LEVEL 3A

You have the option of jumping into the stream and falling over the waterfall or take the path along the side which has you walking down a mountain slope. This path allows you to pick off some waiting wolves below. Make your way to the open valley where there will be some interesting creatures waiting. Search around for three Cogs then go back to the starting point of the level. Jump along the banks of the stream to the bridge. There is a mechanism that you uses the three Cogs you have. Go behind the waterfall and exit out the door.



TOMB OF QUALOPEC LEVEL 3B

In the first main room, there is a switch to the right of you. This opens the right-side door and unleashes unwanted company. There are three corridors within that require you to solve a puzzle each resulting in a switch that will open the main large door in the main room. This Door has a rather large surprise so be careful. Go through the door and take the Scion. Head back to the waterfall to exit the level and have a showdown with Larsen



ST. FRANCIS FOLLY LEVEL 4

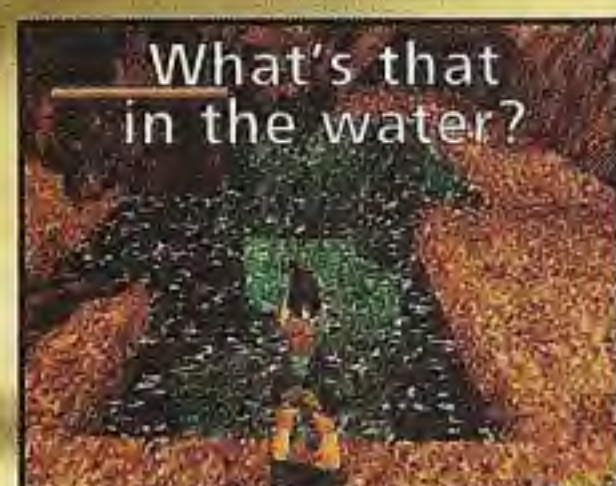
Watch out for the king of the jungle and then proceed to move the block onto each of the two Omega signs in order. Head for the door that opens and hit the two switches. When you get back to the main room, you have to make your way to the door at the top of the second floor. Search for the switch that will lower the water level in the tunnel which will allow access to the main room. There are a bunch of puzzles that require you to seek out four keys located away from the main room. With the tasks completed, you'll be able to exit the level.





COLOSSEUM LEVEL 5

The pool of water contains a deadly surprise which you can elect to shoot from outside or try to swim past. Swim to the other side and get to the second ledge of the large building. The Colosseum is located on the other side of the cavern. Go to the main floor of the arena and head left, which leads down a slope where you'll find two switches that must be activated. Climb out of the arena and look for the opened gate on the other side. You're going to need to solve the puzzle to go through the Metal Door. Head left to the spikes and scale the rocks to jump across to the Emperors Balcony. There is a hidden switch which opens three doors at the corners of the Colosseum. Look for a Silver Key in order to be able to exit.



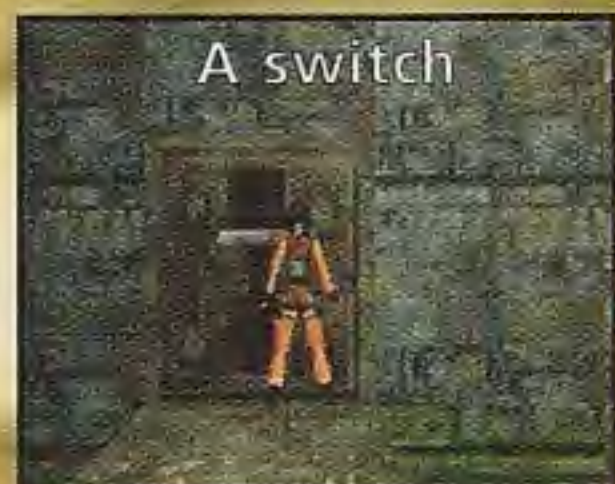
PALACE MIDAS LEVEL 6

After a short swim, head to the right and go up the stairs into a large room with four doors. There are five switches that activate four doors with a puzzle in each room. You will gain Three Lead bars in the process, which should be taken to the Hand of Midas so they can be turned to gold. Once they have been turned to gold, they can be used to exit the level.



CISTERN LEVEL 7A

Your first objective is to locate the Rusty Keys and use them on the door to the left. There are rooms to explore and they will reveal a Silver Key. Next up is to find a room with a switch to raise the water levels. Now you can use the other Rusty Key to gain the Gold Key. Head into the main large room and search for a tunnel in the water which will lead to a lever that opens a door. Obtain the second Silver Key and use it in conjunction with the first key to open the two doors. The Gold Key is put to use in the next room, which leads to a room with a block that must be pulled to exit the level.



TOMB OF TIHOCAN LEVEL 7B

Swim your way to a lever that will lower the water level. Go through the door by using the switch and flip the next switch to turn on the current. Use the water current to carry you down the tunnel. When you get to the room, go to the highest level and leap through the left passageway. Hit the switch to raise the water, then go into the next room and pick up the Gold Key. Utilize this to get across the water and complete the puzzles in the next room to receive two Rusty Keys. You have to locate the Tomb and kill Pierre to collect the Scion. Go through the door to exit the level.





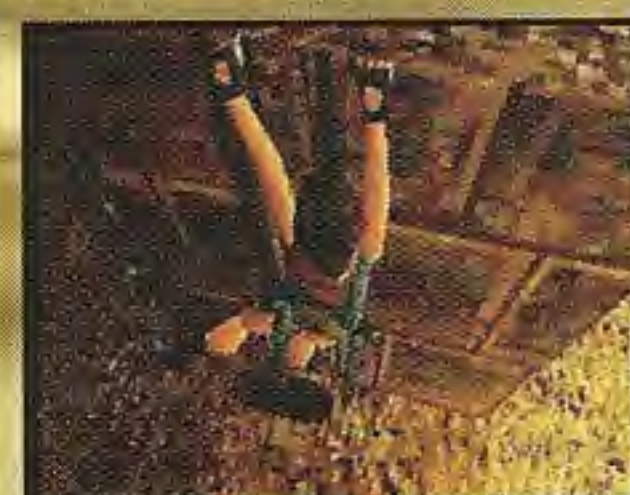
CITY OF KHAMOON LEVEL 8A

Go looking for the Sphinx head and find the Sapphire Key located behind it. The key is used inside the Sphinx and opens a door. Continue through until you happen upon a large room with water and the statue of a cat. You'll need to go into the water and solve puzzles to lower the floor around the cat. Check out the new rooms and find another Sapphire Key and complete some tasks to lower a sand. Use the Sapphire Key to exit the level.



OBELISK OF KHAMOON LEVEL 8B

Head to the room with the pushable blocks. Push away until a Sapphire Key is revealed. This will open up two doors that lead to switches that lower four bridges which, in turn, lead to four artifacts. Collect the artifacts and head down the tunnel. Get out of the water and go looking for a room with a Sphinx. There is a large pillar in the center of the water that is activated by the artifacts, which opens the door to the exit.



SANCTUARY OF SCION LEVEL 8C

Head up the stairs and climb out of the top and look for two switches. Climb up the cliff face to the first switch and use this to open a door. To reach the other switch, climb up the pillars until you reach the top and use the switch to open the door and go through each door and obtain the Ankh keys. Use these at the top of the Sphinx Head to open the last door. Pass through the door into the water and search for the lever to open the door. Make your way to the top of the room, and go back down. Next you need to find the switch, go through another door and locate the Scarab. Use the Scarab to open the gate, pass through, kill Larsen and take the Scion.

NATLAS MINES LEVEL 9A

Swim under the waterfall and hit the switch. Go into the room with the drilling machine and find the hidden corridor that opens another door under the waterfall. Go through into the rooms and complete each task to obtain the 3 Fuses. Use the Fuses to lower the Cabin and take your Pistols. Proceed to where the cowboy is and kill him. Jump to where the switch is located, fall and grab. Continue on and jump onto the pillars in lava and find a room with TNT Crates inside. Pull one of these to the next room, then go through the tunnel and use the switch to blow up the TNT. Pass into the next room and kill the Skateboard Kid and get past the rolling boulders and climb up the pillars. Go into the adjacent rooms using switches and pulling blocks. Now kill "Baldy" and jump up to the top of the Pyramid. Use the switch and go through the door, take the key and use this inside the Pyramid to open the door.





ATLANTIS LEVEL 9B

At the start of this level, you need to use switches until you open the middle door. Go through and make your way up to the top. Complete the tasks until you come into a room with an alien version of yourself. You must destroy the alien, but not by shooting. The alien will do what you do. Once you have destroyed the alien, carry on through until you come to a room with a moat containing lava. Use the switches on either side to open the door and raise the sections of bridges. Go over the bridge before it gives way (on a timer) in the following room and try taking the Scion!



THE GREAT PYRAMID LEVEL 9C

A big, meaty monster must be done away with to gain access to the door. Go through the door and complete the following puzzles until you arrive at the room with the Scion and shoot it to open the door. Drop down on the right side of the bridge and into the hole. Now you need to complete the following puzzles by dodging boulders and swinging blades until you reach a large room with a swinging blade and a small area of water at the bottom. Jump onto the collapsing tile and run and jump across. From here, jump and dive into the pool, confront Natla and escape the Pyramid. Good luck!



Funco Mail Order

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John Madn 93	8	Supr R Type	5
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 **Holiday Hours:** Mon-Fri Oct 28 thru Dec 20 9am to 9pm. Saturdays in Nov & Dec 10am to 4pm.
Sundays in Dec 10am to 4pm. Closed: Oct 31, Nov 28, Dec 2

CLAY FIGHTER TOURNAMENT EDITION

Tiny Characters

Select "Tournament" mode and choose a four-player "Double Elimination" game. Choose the following characters and change their names as shown:

Player 1: Bad Mr. Frosty—change name to POSSE
Player 2: Bad Mr. Frosty—change to JASON A
Player 3: The Blob—change name to STEVE C
Player 4: Taffy—change name to JOHN S
Start the game and the fighters will be tiny.

CLAY FIGHTER 2: JUDGMENT CLAY

Random Select

At the player-select screen, hold L + R.

Turbo Play Mode

At the Game Start screen, hold the Y button and press L, L, R, Down, Left, R. Now you can turn the speed up to 10 in the Options menu.

Secret Characters

To access a secret character, you must enter the appropriate code shown below at the Game Start/Vs Mode/Tournament/Options screen.

Butch: Hold L and press X, R, A, X, R, R.

Ice: Hold the B button and press Up, L, L, Right.

Slyck: Hold Y and press L, L, Up, L, Left, R.

Spike: Hold R and press X, B, B, A, Y, Left, A.

Peelgood: Hold the D-pad diagonally in the Down/Left position and press B, Y, Y, A, Y.

Sarge: Hold the X button and press L, L, Up, Down, Left, Down.

Jack: Hold the D-pad Up and press X, A, R, R, Y, A.

Thunder: Hold the D-pad diagonally in the Up/Left position and press Y, B, X, B, B, X, A.

COLLEGE SLAM

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press Up, Down, Left, Right, Up, Down, Left, Right. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing Down when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Fraternity" that lets you change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Power-Up Goaltending—Down, Down, Down, Up, Up, Up

Power-Up Fire—Left, Right, Left, Right, Up, Down, Down

Power-Up Dunks—Down, Up, Down, Up, Down, Up

Whirlwind—Up, Right, Down, Left, Up, Right, Down

CYBERNATOR

Extra Continues

At the title screen, highlight the word "Option" and then press and hold Up, L, R and START to begin the game. When you're killed and reach the "Continue?" screen, you'll find that the number of credits has doubled, from three to six.

Napalm Gun

When the game starts, hurry through the first level without shooting or punching anything—your score must be zero when you reach the "power unit." Next, destroy the power unit without hitting the gun turrets on the left and right. Your score should read "2800" when you finish off the power unit. At the start of the second stage, cycle through your available weapons with the X button and you'll find that you have acquired a super-powerful "Napalm" gun.

DAFFY DUCK IN THE MARVIN MISSIONS

50 Lives

Begin a new game. When the screen reads "Where there's duck, there's fire," press Left, Left, Right, Right, Up, Down, Y, A, B and X.

DARIUS TWIN

Extra Ships

Move the cursor to point to the desired number of players. Hold L and R on Controller 2, hold SELECT on Controller 1 and press START on Controller 1. You will start with 49 ships in reserve.

THE DEATH AND RETURN OF SUPERMAN

Cheat Mode

Go to the "Sound Test" at the Game Options menu and listen to the following sounds in order: 0B, 29, 2C and 05. Exit the Options menu and start the game. When you get into trouble, press A+B+X+Y to refill your lives, energy and special attack. To skip to the next level at any time, hold A+B+X+Y and press SELECT.

DEMON'S CREST

Ultimate Gargoyle Password

Q F F F K N R R D D L R X G T Q

DONKEY KONG COUNTRY

50 Lives

Highlight "Erase Game" and enter the code B, A, R, R, A, L (BARRAL). You'll hear a chime.

Music Test

Highlight "Erase Game" and enter the code Down, A, R, B, Y, Down, A, Y (DARBY DAY). You'll hear a chime. Use the SELECT button to cycle through the sounds.

Two Player Competition

Highlight "Erase Game" and enter the code B, A, Down, B, Up, Down, Down, Y (BAD BUDDY). You'll hear a chime. Now you can steal the character control from your partner at any time during the game.

Practice Bonus Rounds

Enter Down, Y, Down, Down, Y (DYDDY) during the game's intro.

DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST

Music Test

At the "Select Game" menu, choose an empty save slot as if you were about to start a new game; then, when the player select menu comes up, highlight "Two Player Contest" and press Down very quickly five times. The Music Test will appear. Press Right or any of the four action buttons to advance to the next tune, or press Left to go back through the list of names.

Cheat Mode

Access the Music Test as described above, then press Down very quickly five more times. A Cheat Mode option will appear. With this option highlighted, you can enter cheat codes that will allow you to modify the game as follows:

"YA SAD LAD"—Highlight "Cheat Mode" and press Y, A, SELECT, A, Down, Left, A, Down; you'll hear a tone and a monkey noise to confirm the code. Now you'll start the game with 50 lives.

"BARRAL AX"—Highlight "Cheat Mode" and press B, A, Right, Right, A, Left, A, X; you'll hear a tone and a monkey noise to confirm the code. Now start the game and you'll find that you have both Diddy and Dixie at the beginning of every stage—but all of the "DK" barrels have been removed from the game.

75 Kremcoins

Enter the game's first stage, "Pirate Panic"—it doesn't matter if you do this in a new game or a saved game. Walk to the right until you see the entrance to K. Rool's cabin. Watch out for the two bananas on the ground right in front of the door; you must avoid these two bananas throughout the entire sequence or else the trick will not work. Walk inside the cabin, but do NOT touch the red 1-Up balloon; just walk out immediately. Back outside, you must carefully jump over the two bananas without touching them. Now go to the right and grab the first bunch of bananas you see on top of a set of barrels. Next, get back into the cabin without touching the two bananas in front of the door. This time, grab the red balloon

and exit. Finally, go back to the barrels again and grab that same bunch of bananas, returning to the cabin without touching the two bananas in front of the door. When you enter, you'll find a spinning coin that gives you incredible 75 Kremcoins. Now you can access the Lost World through Klubba's Kiosks on any part of the island.

DOOM

Chainsaw Trick

With a chainsaw in your inventory, strange things can happen—namely, if you fire every round of ammunition for one of your weapons, the game will usually give you a new, more powerful weapon by mistake. Here's how it works: When one of your weapons runs out of ammo, the game is supposed to switch to a different weapon in your possession. However, once you've picked up a chainsaw, the game's logic gets screwed up. For some reason, running out of ammo can grant you the next most powerful weapon that's missing from your arsenal. The weapons progress in the following order: pistol, shotgun, chain gun, rocket launcher, plasma rifle. (Unfortunately, you can't seem to get a BFG 9000 with this trick.) Now, let's say you are walking around with a shotgun, chain gun and rocket launcher. If you have a chainsaw, just fire off all of your pistol rounds and you should get a free plasma rifle—even if you're in a stage like "Knee-Deep in the Dead", which has no plasma rifle to be found. Experiment with this sneaky trick to learn how to make it useful in different situations.

DOUBLE DRAGON V: THE SHADOW FALLS

Stun Disable

When the Main Menu Screen appears, press Down, Down, Left, Up, Up, R, R, and L; now your character can't be dizzied in the game.

Throw Disable

Press R, Right, L, L, Left, Left, R, R at the main menu screen.

EARTHWORM JIM

Cheat Codes

Start the game, press START to pause, then enter any of the following codes. (Note: Button names that are separated by a plus sign—e.g. A+Left—must be pressed at the same time; each code consists of exactly eight steps.)

Debug Menu: A+Left, B, X, A, A, B, X, A

Nick Jones Code: Y, A, B, B, A, Y, A, B

Level Skip: A, B, X, A, A+X, B+X, B+X, X+A

Jump to Princess: A+Left, X, X, X+B, X, A, X, A+Left

Extra Life: B+X, B, B, B, A, A, X, A

Energy Refill: A+X, B, A, B, B, X+Y, B, A

Ammo Refill: A+X, B, A, B, X, X, X, X

Plasma Power-Up: A+X, B, B, A, A, X, B, L+R

Extra Continue: Y+X, B, Y, B, X, B, X, X

Map View Mode: A, X, A, X, A, A, A, A

Warp to "What the Heck?": Y, X, Y, X, A, B, A, X

Warp to "Down the Tubes": Up, Down, Left+Down, Left, Down, Down, Up+Left, Down

Warp to "Snot a Problem": A, B, X, B, A, B, B, B+L

Warp to "Level 5": A+B, B+X, X+Y, Left, Left, Right, Left, Right

Warp to "For Pete's Sake": A, B, X, A, B, X, A, B+R

Warp to "Buttville": A, X, Left, Left, X+Y, Up, Down, Left

Warp to "Andy Asteroids": L+A, A, R+A, A, B, B, X, B

Warp to "Who Turned Out the Light?": A, B, Up+Y, Up+Y, Left, Right, Left, Right

EARTHWORM JIM 2

Super Cheat Code

During the game, press START to pause, then press SELECT, Left, Right, A, X, X, Left, Right. The "Super Cheat Screen" will appear, allowing you to jump to any stage, become invincible (turn "Cheat Mode" on) or access a sound test.

Secret Move

To trigger the Manta shield, just press Up+X. This move makes Jim invincible for a few seconds.

Secret Stage

Halfway through "Level Ate," you'll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you'll enter a bonus level called "Forked."

Cheat Codes

To enter any of the following cheats, just press START to pause the game, then enter the code and unpause. Each code consists of eight steps. Other code comments:

• The "Map View Mode" works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press A to make Jim reappear.

• The codes that give you extra meal worms will only work in the stages that require them; namely, "The Villi People", "Inflated Head" and "Hammer Head".

• The "Bomb Teleport" code only works in "The Flyin' King" level; it brings the bomb in front of you if you've left it behind.

• The "Invisible Soil" code works in the "Lorenzen's Soil" stage; it makes the falling soil invisible and allows you to walk through parts of the soil that look solid after you've shot them.

Bright "Pause" Screen—A, A, A, A, A, A, A, A

Warp to End of Current Level—SELECT, B, X, A, A, X, B, SELECT

Warp to End of Game—SELECT, Left, Right, L, R, Left, Right, SELECT

Invincibility—A, A, X, A, Left, Right, Right, Left

Map View Mode—SELECT, SELECT, SELECT, SE-

LECT, SELECT, SELECT, SELECT, B

Energy Refill—X, SELECT, X, B, X, SELECT, X, A

Ammo Refill—SELECT, X, X, X, X, X, SELECT

Extra Life—Left, SELECT, Right, SELECT, Left, SE-

LECT, Right, SELECT

Extra Continue—A, SELECT, A, B, X, Y, X, Y

81 Meal Worms—A, B, A, B, A, B, A, B

Mega Plasma Gun—X, X, X, X, A, A, A, SELECT

3 Finger Gun—X, X, X, X, A, A, X, SELECT

Homing Missiles—X, X, X, X, A, A, B, SELECT

Barn Blaster—X, X, X, X, A, B, X, SELECT

Bubble Gun—X, X, X, X, A, B, A, SELECT

Bomb Teleport—X, X, X, X, A, B, B, B

Invisible Soil—A, A, B, A, A, X, B, SELECT

Warp to "Lorenzen's Soil"—A, X, Left, Right, X,

Left, Right, Left

Warp to "Puppy Love 1"—Left, Right, A, B, X,

Left, Right, A

Warp to "The Villi People"—A, B, X, A, B, X, Left,

Right

Warp to "The Flyin' King"—A, B, X, Left, Right,

Left, A, B

Warp to "Puppy Love 2"—Down, Right, A, B, X,

Left, Right, A

Warp to "Udderly Abducted"—Up, B, X, Left,

Right, Down, A, X

Warp to "Inflated Head"—Up, Down, X, A, B, Y,

Left, Right

Warp to "ISO 9000"—A, B, X, Left, Left, Right,

Left, Right

Warp to "Puppy Love 3"—Up, Right, A, B, X, Left,

Right, A

Warp to "Level Ate"—X, X, Down, Down, A, Left,

Right, Left

Warp to "See Jim Run—Run Jim Run"—A, B, X,

Left, Left, Left, Left, Right

EMMITT SMITH FOOTBALL

Custom Tips & Tricks Plays

Select the Editor mode, then choose the Playbook option and select Password to enter each of the following play passwords. The plays will be saved in the cartridge's memory.

Geoff's QB Keeper

? Z C J < f = & g \$ G h

R 9 5 X 2 w S F < # B M

N: T + # + 3 D Z h

Chris B. Pitch

m Z # D c w p + Z p R 4

—g L < X j v j + Z S Z

g Z h Z y Z 7

TENCHI MUYO

This is one of the most beloved series of OAVs (original animation videos)



in both Japan and the U.S.

The story revolves around Tenchi Masaki who accidentally awakens an ancient demon that happens to look like a beautiful young woman. All kinds of hilarious situations arise from this with equally wacky results. A first-class production. Mature Audiences ages 16 and up. Running Time: 30 Minutes per



episode

Volume(s): 1-11 available

Suggested Retail: \$19.95 (dubbed)

\$24.95 (Subtitled)

From: Pioneer LDC



Bieniek Bootleg
fXpY # : R J FkGX
KHRZ #Sk+ d+NJ
CHX% ybZy bgbg
P<C< 9Z9
Higgy Hula
f*kg ?LCZ C#nK
pm+9 #VZT &ZFp
g?g% QgC# Zd&w
*K+3 Tgbg P<C<
9+#+ 3Tgb gPW
Clouseau
\$XpY g#g d :RX*
\$CFw %gQ% -FMb
Cwcf gFv< #<ZZ
L
Dump Truck
FZ+B Y#GS gK+p
5gdZ HgFZ S<ZZ
h
Roid Rage (Defense)
VD=R Cjh* N#Zf
b\$pb b3<L +YTZ
P<7Z C
Betty Blitz (Defense)
sJ5b SL3Z CLFQ
D8D+ YTZP kCZD

EQUINOX

Invincibility

At the title screen, press L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R. The copyright box will turn green if you did the trick correctly.

EXTRA INNINGS

Hidden Scenes/Sound Test

Go to the "Mode Select" screen, hold the L and R buttons and press START, Y or B. You'll get a different screen depending on which option is highlighted. Highlight "Edit Team 2," "Set Up" or "Watch" and do the trick to access a sound test.

F-1 ROC II RACE OF CHAMPIONS

Track Select

Use Controller 2 at the "Notice" screen that appears when you turn the game on. The screen is only up for a few seconds so you have to be quick. Press A four times and B 14 times. The number "1000" will appear in the upper left corner of the screen. Begin a race in "Grand Prix" mode and choose one of the saved characters that's made the F1 racing class. Go to the "Course" Option. Press Up or Down to change tracks.

Time Attack Mode

Press Up, X, Right, Y, Down, B, Left, A, A on Controller 2. The number "1" will appear in the upper left corner of the screen. The screen will fade into the time Attack Mode.

Sound Test

Press L, R, L, R, L, R, L, R, L, R, R on Controller 2. The number "100" will appear in the corner.

Hidden Game #1

Press X, X, X, X, Y, Y, on Controller 2. The number "100000" will appear in the corner of the screen. It's a Breakout-style game that you can play with up to four players.

Hidden Game #2

Press Y, Y, Y, Y, X, X on Controller 2. The number "10000" will appear. It's a two-player Pong-like fighting game.

F-ZERO

Master Class

Choose the Expert Class and complete all five courses of any three leagues, placing first second or third. You will then be able to enter Master Class.

FACEBALL 2000

Cyberzone Cheat Menu

At the Cyberzone starting level selection screen, hold the L and R buttons and press START.

Secret Cyberscape Mode

At the one/two player select screen (right after the main title screen), hold the L and R buttons, hold

Left on the D-pad and press A or START. The interface screen will appear with a new Cyberscape option. To access a Cyberscape cheat menu like the one described above for Cyberzone, just select Cyberscape at the interface menu, hold the L and R buttons and press START.

FATAL FURY

Hidden Character

When the Takara logo appears at the start of the game, quickly press Down, Down/Right, Right, Down, Down/Left, Left and X in one smooth motion on Controller 1. The Fatal Fury logo will change to blue. Now you can choose the game's hidden fighter, Ryo Sakazaki.

FIFA INTERNATIONAL SOCCER

Super Cheats

Enter these codes at the Game Options menu at the start of the game to get new menu items on the screen.

Super Kick: Press B, A, then B eight times.

Invisible Walls: Hit Y three times, X, A three times, B.

Crazy Ball: Press X, A, B, Y, Y, B, A, X.

Crazy Curve Ball: Press B, A, R, B, Y, L to activate. (A ball kicked into the air can be steered wildly with the L and R buttons.)

Super Goalie: Press A five times, then Y five times.

Super Offense: Press R five times, L, R.

Super Defense: Press L five times, R, L.

Dream Team: Press A, A, B, B, Y, Y, X, X.

FINAL FIGHT

Secret Option Menu

At the title screen, hold L and press START. You'll get a secret option menu that allows you to change the difficulty and the number of players. There's also a sound test; use the R button to hear the sounds and music.

FINAL FIGHT 2

"Same Player" Code

At the title screen, hit Down, Down, Up, Up, Right, Left, Right, Left, L, R. The screen turns blue; now both players can pick the same fighter.

FIREPOWER 2000

Power Up

At the beginning of Level 1, steer to the far right to find a yellow container. Blast it open and collect the Bullet tokens to power up.

THE FLINTSTONES

See End Credits

Enter the password "HOAGIE TAKES COLD TREES".

Invincibility

Enter "MS STONE MAKES WEIRD JELLY".

Stage Skip

Enter the password "BARNEY GRABS BLUE TREES". During the game, press START to pause, then press X to skip to the next stage or press B to skip to the end of the game.

FRANTIC FLEA

Passwords

Zone 1-1—C L Q C K

Zone 1-2—Z M T H T

Zone 1-3—G P P Q W

Zone 2-1—D J X C T

Zone 2-2—W L C S N

Zone 2-3—R L H Q Z

Zone 3-1—J M G V B

Zone 3-2—N R W P C

Zone 3-3—M D W Q L

Zone 4-1—M J D S X

Zone 4-2—H F L N T

Zone 4-3—S P Q N G

Zone 5-1—D T N Z Z

Zone 5-2—K Q R X H

Zone 5-3—J B V M F

Zone 6-1—V S N X D

Zone 6-2—G R X B S

Zone 6-3—W N H J P

Prison—S T C V C

GEORGE FOREMAN'S KO BOXING

Passwords

Fight 1—2413-41-14-2133

Fight 2—4231-14-41-1233

Fight 3—1324-14-41-3321

Fight 4—2324-34-14-1323

Fight 5—3243-43-41-1323

Fight 6—4323-34-14-3132

Fight 7—2312-43-41-1233

Fight 8—1441-21-13-4142

Fight 9—4114-11-23-1424

Fight 10—2233-44-21-1224

Fight 11—1112-44-13-1343

Fight 12—2121-31-42-3241

Fight 13—4334-14-34-4432

Fight 14—3443-41-43-2443

Fight 15—1314-24-41-4212

GRADIUS III

Extra Credits

At the title screen, press the X button as quickly as you can. You should see the number of credits at the top go up. Press START before the title screen fades. If the title screen fades away, you've lost the credits and will have to repeat the code.

Arcade Mode

At the Option screen, highlight "Game Level" and rapidly press A until you see the game level change to "ARCADE".

Bonus Areas

To fly into the bonus area of Stage 2, fly into the section lined with a blue, liquid substance, look for a hole and dive into it. You will enter an area filled with breakable pink orbs. Clear them away and uncover several point-producing devices.

You must destroy all of the guns on the ground before entering the bonus area in Stage 3. Fly close to the low rock ceiling and make your way into the bonus area.

A Moai Statue is the bonus area entrance in Stage 4. Make sure that none of the Power-Ups are highlighted on the bar at the bottom of the screen and fly into the back of the Moai.

Random Weapon Select

At the Weapon Select screen, press Right on the D-pad to enter Edit Mode. Press X, Y, X, X, Y, Y, X, Y on Controller 1.

Demo Mode

Extend the length of the introductory demo by holding A at the title screen. Continue to hold A, and you'll also be able to see the entire first stage of the Arcade Mode up to and including the Boss.

30 Extra Ships

At the title screen, press and hold L and then press A, A, A, START.

Full Power-Up

Press START to pause, then press Up, Up, Down, Down, L, R, L, R, B, A and START to unpaue.

System Reset

Hold L, R and START, then press SELECT to reset the machine without pressing the RESET button.

HAGANE

Infinite Continues

Go to the configuration screen. Highlight the Music option and play 9, 8, 7, and 6 in that order.

HYPER ZONE

Sound Test

At the title screen, push and hold both the L and R buttons. Select any music or sound by pressing Left or Right, then hitting A.

THE IGNITION FACTOR

Level Warps

To start at any stage, hold the L or R button on Controller 2 when you start the game with Controller 1. Holding R will give you access to the McGlone Mine, Dino Park or Whitney Appliances scenarios; hold L to gain access to the Gemini Towers, Shylock Center or Paris Mine stages.

Secret Level

If you hold both the L and R buttons on Controller 2 when you start the game with Controller 1,

you'll be able to play an entire hidden level that's based on the Deutschland Moldavia headquarters stage from *The Peacekeepers*.

IZZY'S QUEST FOR THE OLYMPIC RINGS

Stage Select

During the game, press START to pause, then press Left, Down, Down, Left, Right, Down. Now press the RESET button on the Super NES; when the game returns to the main menu, go to the Option screen to find a new stage-select option.

JAMES BOND JR.

Level Passwords

Level 3: 0007

Level 4: 3675

Level 5: 9025

Level 6: 1813

Level 7: 3353

JUDGE DREDD

Stage Select + Energy Gain

When you first turn on the Super NES, you'll see a copyright screen with tons of tiny white words on a black screen. Quickly spell the word "LUXURY" on Controller 1 by pressing the following buttons: Left, Up, X, Up, Right, Y. You'll see the names of some of the game's creators near the bottom of the screen in green, then you'll be taken to the Vid-Com screen, where you'll get a warning from the Justice Department about using cheats. When the screen says "Say No to Cheats," press Y and A together; you'll get a message that says, "Level Select Activated". Next, press X and B together to get a message that says "Energy Gain Activated". Now start the game; whenever you get injured, your health meter refills automatically all by itself. If you're impatient, press SELECT at any time during the game (except while paused) to bring up the top-secret stage-select menu.

THE JUNGLE BOOK

Level Select/Cheat Mode

At the Virgin logo, quickly press Up, Up, Up, B, B, Y, Y, SELECT, Up, Down, Left, Right, B, Up, Y. Now go to the Start/Options screen and enter the Options menu. You'll find that there is now a level select and a "Cheat" option.

JURASSIC PARK II

Infinite Continues

At the Mission Select screen, press L, L, L, R, R, L, L, R, R, L, L, R, R, L, L, R, R, R. Now you can continue the game indefinitely.

KEN GRIFFEY JR.'S WINNING RUN

Secret Cheats

The following codes only work in two-player mode:

- Max Ability—Pause the game and press A, Right, Down, Left, A, Down, SELECT. This will power-up your team's players for the current half-inning.
- Slow Down—Pause the game and press Left, A, Right, Down, Y, SELECT. This will slow down the opposing team's players for the duration of the current half-inning.
- Randomize Pitches—While batting, pause the game and press Left, Y, A, Right, SELECT. This will change your opponent's pitches to random throws for the duration of the current at-bat.
- Super Pitches—While pitching, pause the game and press B, A, Down, B, A, Left, Left, SELECT to supercharge your pitches for the duration of the current at-bat.
- Instant Home Run—If your current batter is one of the eight players who appear in the game's Home Run Derby mode, pause the game and press B, Y, B, Y, SELECT; any fair ball hit during the current at-bat will be a home run.

KENDO RAGE

Stage Select

Press START at the title screen. When the words "GAME START" and "CONFIGURATION" appear, press X, Y, A, B, X, Y, A, B, START. The "Special

GUNBUSTER

This three-tape, six-episode saga chronicles the invasion of earth by alien monsters. *Gunbuster* is not very original, but it is entertaining. The story follows Noriko Takaya who is trying to follow in the footsteps of her father and join the Earth Space force. She faces many challenges



like juggling her emotions and mastering the Gunbuster.

Among the cool extras are the little intermissions between each episode explaining how things like space travel, black holes and robo-warriors are possible. Mature Audiences ages 16 and up

Running Time: 30 Minutes per episode, two episodes per tape.
Volume(s): 1-3 available
Suggested Retail: \$19.95 (Subtitled only)
From: Manga Entertainment



PRINCE OF PERSIA

Passwords

Level 1—BRNGBB9
Level 2—MRGSL2X
Level 3—B6+TWNN
Level 4—9Z3NRDX
Level 5—LQHWTVR
Level 6—CGKDB2Z
Level 7—TH4Q++B
Level 8—VXPBNY2
Level 9—QLLIWHR
Level 10—HWB93WX
Level 11—7F39R1B
Level 12—H9TZD8N
Level 13—7TXF+9V
Level 14—H+KX3L7
Level 15—GZ9MRZJ
Level 16—84CPBC6
Level 17—QQLN2PV
Level 18—4Q7TMHJ
Level 19—QHJG1Q7
Level 20—H8J12+Y

RADICAL REX

Stage Select

Go to the Title Screen. On Controller 2 enter the code **Right, A, Down, Right, Y, X**.

RISE OF THE ROBOTS

Super Moves

Turn on the "Super Moves" feature at the options screen, then start a two-player game. Now you can trigger special tricks that last for about ten seconds each:

Disable Special Moves: **Down, Down, Down, Down + any button**

Reverse Opponent's Controls: **Forward, Forward, Forward, Forward + any button**

Take No Damage: **Back, Back, Back, Back + any button**

Invincibility: **Up, Up, Up, Up + any button**

Boss Code

At the 1 Player/2 Player/Options menu, press **Up, Right, Down, Left, B**. Now you can fight against the Supervisor in a one-player game or play as the Supervisor on Controller 2 in a two-player game.

Invincibility

At the 1 Player/2 Player/Options menu, press **Down, B, Up, B, Down, Left, Right, B**. You'll be invincible in the one-player Trainer or Mission modes.

Watch All Cinema Scenes

At the 1 Player/2 Player/Options menu, press **Left, B, Right, B, Down, Left, Right, B**. You'll see all of the FMV scenes, one after another.

ROAD RUNNER'S DEATH VALLEY RALLY

75 Lives Code

At the title screen, hold **Left, SELECT, Y, R** and **START**. Hold these buttons down until the name of the first stage ("Zippity Splat") appears—you will start the game with 75 lives in reserve.

ROBOCOP VS. THE TERMINATOR

Passwords

Future: TPST
Robot Killer: BSHK
Spaceship: HKFL
Skynet Outer Perimeter: SKTR
Skynet Inner Perimeter: SKMD
Storage Facility: DRFT
Inner Sanctum: SKNN
Skynet Core CPU: MWFX
Self Destruction: RNTM

ROCK 'N' ROLL RACING

Passwords

Chem VI, B Class: DR8R QQT X RS6M
Chem VI, A Class: OBD8 QQR X SWJ!
Drakonis, B Class: 7CB8 Q8T5 SWJ!
Drakonis, A Class: ZCB8 Q8R5 SWJ!
Bogmire, B Class: !CB8 Q8TD SWJ!
Bogmire, A Class: KFB8 Q8RD 92J!
New Mojave, B Class: SF8R Q8TN 92J!

New Mojave, A Class: JF8R Q8RN 92J!

NHO, B Class: MF8R Q8SX 92J!

NHO, A Class: CFYR Q8QX 5TJ!

INFERNO, B Class: LFYR Q8S5 5TJ!

INFERNO, A Class: BFYR Q8Q5 5TJ!

Sound Test

Go to the options screen and turn Larry off. Using either **A, B, X, or Y**, turn him back on and continue to hold that button down. Now whenever you hit the **L** button, you'll hear something different.

Race as a Lost Viking

When selecting your driver, press and hold **L, R** and **SELECT**, then push **Right** until Olaf appears.

THE ROCKEER

Stage Select

At the title screen, press **L, R, L, R, Down**; you'll hear a sound to confirm. After you select the number of players, the stage-select menu will appear.

ROCKY'S MODERN LIFE

SPUNKY'S DANGEROUS DAY

Easy Passwords

Level 2: COMICS

Level 3: MELBA

Level 4: HIPPO

Hard Passwords

Level 2: BLAZEZ

Level 3: O-TOWN

Level 4: GRIPES

ROCKY RODENT

Change Options

On the title screen, press **START**. As Rocky begins running across the screen press **Y, A, R, A, B**, then **A**. Now you can adjust the number of continues, the sound and your button configuration.

SAMURAI SHODOWN

Play as Amakusa

At the Takara logo, press **A, Y, X, B**. Now select the "2 Player" game; at the character select screen, hold **L** and **R** and Amakusa will appear. Press **START** and keep holding the **L** and **R** buttons because Amakusa will not register until your opponent has selected their character (they can select Amakusa too).

SATURDAY NIGHT SLAM MASTERS

Bring Weapons into the Ring

Jump out of the ring, find your weapon and carry it to the far left or right side of the ring. Jump up and while you're in midair, press the **Attack** button to throw the weapon into the ring. You'll be able to use it while in the ring.

SCOOBY-DOO MYSTERY

See the Credits

Enter the password **S P N N R**.

SEAQUEST DSV

Practice Passwords

These passwords will let you practice any mission and use 99 mini-subs. The "*" represents the SeaQuest symbol.

Sector 0: P L V T O N M

Sector 0: R 3 S C V 3

Sector 1: S P 3 3 D 3 R

Sector 1: F I Z T N K R

Sector 1: R 3 4 C T O R

Sector 1: S 3 C V R T Y

Sector 2: D 4 R * W I N

Sector 2: T O X I C 4 V

Sector 2: P R I S O N R

Sector 2: D R V G L 4 B

Sector 2: B 4 T L S H P

Sector 2: S H I 3 L D *

SEPARATION ANXIETY

Passwords

Level 2—DCCPMH

Level 3—MDRJKP

Level 4—STSPPC

Level 5—QPMJCV

SHAQ FU

Choose Any Character in Story Mode

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Shaq, 2=Kaori, 3=Beast, 4=Sett, 5=Mephis, 6=Voodoo, 7=Rajah. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash purple to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Secret Background

At the Options screen, quickly press **Up, Right, B, Down, Left, B**. The screen will flash yellow. Next, in the Duel mode, press **X+B** simultaneously at the character-select screen; the background should disappear. Now start the game to see the hidden background.

Blood Code

At the Options screen, quickly press **Y, X, B, A, L, R**. The screen will flash red; now there's blood in the game.

SHIEN'S REVENGE

30 Continues

At the title screen, press **SELECT** seven times on Controller 2.

Special Game

To play special game which allows the second player to control the bosses, hold **L** and **R** on Controller 2 while you start a new game. The game will go as normal until you reach the first boss, enabling Player 2 to control the boss's moves.

Seven Special Weapons

Press **START** seven times on Controller 2 when the title screen appears.

Super Easy Mode

At the title screen, press the **L** button seven times on Controller 2.

Super Hard Mode

At the title screen, press the **R** button seven times on Controller 2.

SIM ANT

Drop Kitty

In the Full Game, select the Graph Icon and press **A**. Select the House option and press **A**. If the cat appears on the fence while you are on the House screen, point the cursor at it, then press **A** to watch the cat freak out and fall off the fence.

SIM CITY

Cash Boost

Start a new city and spend all of your money, but make sure you buy at least one unit that requires funding, like a fire department. Reduce your funding levels and tax rate to 0%; then, when the tax screen appears at the end of the year, hold the **L** button and exit the screen. Continue to hold **L** and press **X** twice to advance the calendar to January, then raise your funding levels to 100% and leave the tax rate at 0%. Now exit the tax screen and release the **L** button; your bank balance will jump to \$999,999.

Erase Saved Cities

At the title screen, press **L + R + SELECT + START + B** simultaneously to clear all saved cities and reset the game's scenarios.

Hidden Landforms

Start a new city, but don't build anything. Wait for 20 seconds, then call up the Load/Save screen and select "Go to Menu" without saving your game. Now start a new city; when the Map Select screen appears, each of the 1,000 landforms will have different shapes than they had previously.

SIM EARTH

Scenario Select

At the main menu, highlight "Scenario", hold **L, R** and **Y**, then press **A** to go to a stage-select menu. Choose any of the eight scenarios and press **START** to begin.

SINK OR SWIM

Passwords

Stage 10—JUMPED
Stage 20—WARSAW
Stage 30—OYSTER
Stage 40—ISLAND
Stage 50—DENNIS
Stage 60—FATMAN
Stage 70—CLOUDS
Stage 80—LIZARD
Stage 90—BRIDGE

SKULJAGGER

Secret Fantasy Zones

To get to the Secret Fantasy Zone at Chapter 2, Area 1, at the start of the game go towards the right and climb down the first ladder. Continue towards the right again and go down the green rope. Get yourself on the top of the red crate, press **Down**, then **R**.

To get to the Secret Fantasy Zone of Chapter 2, Area 2, walk to the right and go down the ladder at the start of the game. Go to the right and get yourself down the green rope. Go to the left of the purple crate and stand on top of it. Jump up three times, then press the **L** Button.

To reach the Secret Fantasy Zone of Chapter 2, Area 3, go to the right of Area 3 and get on top of the third chimney. Press **Down** and then press **R**.

To get to the secret ending of Chapter 2, do not touch the large blue emerald at the end of Area 2. Instead, go to the left and go down the first ladder and then continue down the first green rope. Drop down the first hole located at the left. Stand in front of the first porthole and press **Y**.

SPAWN

Passwords

Stage 2—D 9 9 6 3 D 1 D
Stage 3—4 H 2 5 3 D G F
Stage 4—4 C C 1 3 8 C F
Stage 5—O C 4 F 4 5 8 H
Stage 6—D 3 1 5 5 1 F G
Stage 7—O 9 B F 5 9 6 F
Stage 8—D B 8 D 9 B 4 H

SPIDER-MAN

Level Select

After Spider swings in and lands on the building on the title screen, press **Y, A, X, B, A, Right, Left**.

STAR FOX

Polygon-View Mode

At the "Continue?" screen you can play with the polygons in the game with the following controller functions:

CONTROLLER ONE:

Left and Right—Rotate object horizontally

Up and Down—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

CONTROLLER TWO:

Up, Down, Left, Right, SELECT, START, Y or B—Change to a different object

Two Secret Stages

To get to the Black Hole, play the game at "Level 1" difficulty until you reach the second stage ("Asteroid"). When you get past the third caterpillar creature you'll see a rotating row of five asteroids with an orange-colored one in the center. Shoot the orange asteroid and fly through the gap where it was. After a few moments you'll approach two more groups of rotating asteroids; shoot the center asteroids and fly through the gaps just like the first one. A "laughing asteroid" will appear; shoot it to find the Black Hole, a bonus stage that's loaded with power-ups and warp rings.

To reach the "Out of This Dimension" stage, play the "Level 3" game. Roughly 30 seconds into the second stage ("Asteroid"), you'll encounter two



STREET FIGHTER II: THE TV SERIES

Fans of the world warriors should note that this is not the series currently running on the USA Network. Rather, this is the television series that ran in Japan under the name *Street Fighter Victory*. The timeline is set before most of the characters have fully developed and would fall somewhere between *SF Alpha* and *Street Fighter II*. The initial story focuses on Ryu, Ken and Guile with other fighters being introduced later. Look for it in February.



Available: February 25, 1997
Suggested retail: \$19.95 (Dubbed)
\$24.95 (Subtitled)
70 minutes
Parental Guidance Suggested
From: Manga Entertainment

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THE ADVENTURES OF BATMAN & ROBIN

Level Skip

To skip the level you're currently on, press **START** to pause, then press **B, A, Down, B, A, Down, Left, Up, C**. ("BAD BAD LUC".)

AERO THE ACRO-BAT

Level Select

Press **C, A, Right, Left, C, A, Right, Left** at the Start/Options screen. Start the game, press **START** to pause and press **Up, C, Down, B, Left, A, Right, B**. While the game is still paused, hold **A** and **C** simultaneously to get the level-select menu.

Infinite Stars/No Collisions

Press **Left, Right, A, B, C, Left, Right, Up, Down, Left, Right** at the level-select screen. "Infinite Stars" also lets you fly; just throw a star and press **Up** simultaneously.

AFTER BURNER (32X)

Arcade Mode

When the Sega logo appears, hold **A+C** and hit **START** on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

ALADDIN

Stage Skip

During the game, press **START** to pause, then press **A, B, B, A, A, B, B, A** to warp to the end of the current stage.

Cheat Menu

Choose "Options" at the title screen, then press **A, C, A, C, A, C, A, C, B, B, B** at the options menu. You'll be sent to the debug menu, with options for invincibility, stage-skipping and more.

ALIEN 3

Stage Skip

At the "Options" screen, press **C, Up, Right, Down, Left, A, Right, Down** on Controller 2. Now start the game, and when you want to skip to the end of the current stage, press **START** to pause, then press **C, A, B** and un-pause.

ALISIA DRAGON

Cheat Mode

After the Sega logo disappears from the screen, press and hold **A**. When the words "Produced by Game Arts" disappear from the screen, release **A** and hold **B**. When the words "Associated with Gaimax" disappear from the screen, release **B** and hold **C**. When the words "Music Composed by Menaco Associates" disappear from the screen, release **C** and press **START**. Now you can do the following tricks with Controller 2 while the game is in progress:

Stage Skip: Press **C**.

Warp to Stage 1: Press **C**, then press and hold **C**.

Warp to Stage 2: Press **C**, then press and hold **B**.

Warp to Stage 3: Press **C**, then press and hold **B** and **C**.

Warp to Stage 4: Press **C**, then press and hold **A**.

Warp to Stage 5: Press **C**, then press and hold **A** and **C**.

Warp to Stage 6: Press **C**, then press and hold **A** and **B**.

Warp to Stage 7: Press **C**, then press and hold **A, B** and **C**.

Warp to Stage 8: Press **C**, then press and hold **START**.

Refill Damage Meter: Press **A** on Controller 2, then hold **Up** on Controller 1 and press **B** on Controller 2.

Increase Thunder Magic: Press **A** on Controller 2, then hold **Left** on Controller 1 and press **B** on Controller 2.

Increase Magic Level/Hit Points of Friend: Press **A** on Controller 2, then hold **Right** on Controller 1 and press **B** on Controller 2.

To pause the game for frame-by-frame slow motion, Press **A** on Controller 2, then tap **A** for each frame. To deactivate slo-mo, press **B** on Controller 2.

ALTERED BEAST

Continue

When you run out of lives and the game ends, wait for the title screen to appear, hold the **A** button and press **START** to continue at the stage where you died.

Beast Select

At the title screen, point the D-pad in the **Down/Left** position, hold **A + B + C** and press **START**. A menu will appear that allows you to choose which beast you want to transform into during each of the game's five stages.

Stage Select + Cheat Menu

At the title screen, hold **B** and press **START**. A menu will appear that allows you to choose a starting stage as well as adjusting the game's difficulty, health meter and number of lives. Once you've set the options, press **START**; when the title screen appears, hold **A** and press **START** to warp to the chosen stage.

Sound Test

At the title screen, point the D-pad in the **Up/Right** position, hold **A + C** and press **START**.

ARCUS ODYSSEY

Act 8 Passwords for All Characters

Jedda Chef: KJCBHNIYXR

Bead Shira: KR0DEZIX5

Diane Fireya: IJXBU2JOQHB

Erin Gashuna: HJKBQYIZPK

ARNOLD PALMER TOURNAMENT GOLF

Hidden Game

Hit the ball 100 times on the first hole without landing on the green; the game will end. At the Game Over screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**. You can play a limited version of *Fantasy Zone* until you reset the game.

New Improved Caddy

Enter fffffffffffffffff9999999999999999 at the password screen for a more experienced caddy.

Hit the Ball Long Distances

Enter your name as EVE.

ARROW FLASH

Invincibility

At the option menu, change the "Arrow Flash" setting from "Stock" to "Charge". After the story demo, wait for the gameplay demo to begin, then press **START** and begin the game. Now whenever you hold the **C** button for five seconds, you'll be invincible for 10 minutes.

ASTERIX & THE GREAT RESCUE

Level Passwords

Level 2—INSULA

Level 3—CONDOR

Level 4—VIENNA

Level 5—AVALON

Level 6—DULCIS

BARKLEY: SHUT UP AND JAM!

Passwords

3MJK 1VZ3

3MGH 2VVW

3MQR 2X9M

3MNP 217N

3MST ?161

3MBC ?208

BARKLEY: SHUT UP AND JAM! 2

Break the Backboard

You must execute three "hanging jams" without your opponent scoring. Next, perform a "Super Jam" by hitting **A**, then **C + D**-pad in the direction of the hoop.

Monster Dunk

You must be fully "juiced" on the "juice bar". Then, execute a Super Jam (**A**, then **C + D**-pad in the direction of the hoop) from the opposite end of the court.

All-Barkley Code

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and hit **B** three times. When you resume, all players on the court will be Sir Charles.

Play as Barkley's Teammates

Press **START** to pause the game in Exhibition Mode. Highlight **QUIT** and follow the instructions below to play as any of Barkley's teammates:

Blade—Highlight **QUIT** and press **A** three times

Dolemite—Highlight **QUIT** and press **A** four times

Hamma—Highlight **QUIT** and press **A** five times

Jim-Pak—Highlight **QUIT** and press **A** six times

Pauly—Highlight **QUIT**, press **A** seven times

Shuga—Highlight **QUIT** and press **A** eight times

Spider—Highlight **QUIT** and press **A** nine times

Bongo—Highlight **QUIT** and press **A** ten times

Mirror Match

In Exhibition Mode, press **START** to pause and highlight **QUIT**, then press the **C** button three times. When you resume, your opponents will be your twins.

Play as Sir Charles in Tournament Mode

If you win the tournament by going 8-0 and score a triple-double during the last match, a "Continue" message will appear. Answer **YES** to start over as Charles Barkley (Tournament Mode only.)

BATMAN

Unlimited Men

In Level 3, at the far-right end of the museum's first level is a 1-Up; grab it and jump on to the rising platforms. When you reach the third platform or until the screen starts to scroll up, jump back down and the 1-Up should be there again.

BATMAN: RETURN OF THE JOKER

Passwords

Level 2-2: NWKL

Level 3-1: LGZQ

Level 3-2: GPTW

Level 4-1: GNKF

Level 4-2: KHCN

Level 5-1: QGVN

Level 5-2: WBZT

Level 6-1: FFHG

Level 6-2: CKQG

Level 7-1: GPZT

BATTLETECH

Passwords

Level 2: STJNNN

Level 3: GRBCHV

Level 4: BBYLN

Level 5: BMBRMN

Infinite Ammo: BRN521

BATTLETOADS/DOUBLE DRAGON

Secret Warps

Press **B, A, Down, B, Up, Down** at the character select screen for the Super Warp. Pick a character, then you can choose a starting level through Stage 5-2 and start the game with five lives.

Press **Down, Up, Up, Down, A, B, B, A** for the Mega Warp. Choose a starting level all the way through Stage 7 and start the game with ten lives.

BEAST WRESTLER

Passwords

The following codes are for SP ATTACK MAGNUM DASH (1st Act):

Vs. Voulaine (Match 2)—MONSTER-RQYQYQMQQQAQK

Vs. Airhohle (Match 3)—MONSTER-RQYQYQMQQQAQSA

Vs. Vantor (Match 4)—MONSTER-RAAQYQMWOQAQSU

Vs. Dycoon (Match 5)—MONSTER-RAAQYQMWOQAQCU

Vs. D-Biton (Match 6)—MONSTER-RAAAWQMWOQAQKA

The following codes are for SP ATTACK MAGNUM DASH (2nd Act):

Vs. Unknown (Match 1)—MONSTER-RAAAWQMWOQAQKA

Vs. Ulvolos (Match 2)—MONSTER-RAAWADRDHIZQEF

Vs. Allowena (Match 3)—MONSTER-RAAAWADRDHIZQRM

Vs. Octii (Match 4)—MONSTERRZXAWADRDHIZQRM

Vs. Ploguraz (Match 5)—MONSTERRZXAJADRDHIZQHI

Vs. Hax-004 (Match 6)—MONSTERRZXADRFDMXQBK

Vs. Maciha (Match 7)—MONSTERRZXADRFDIZQXX

Vs. Ominos (Match 8)—MONSTERRZXAJRTWXQVX

Vs. Blenadan (Match 9)—MONSTERRZXAJRTWOXQIH

Sound Test

Hold **A, B** and **C** and hit **START** at the title screen.

BEAVIS AND BUTT-HEAD

Password

Entire GWA tickets: X B N E j J D I - x s V p G D

BEYOND OASIS

Special Moves

Grand Spin: Hold **B**, rotate the D-pad clockwise and release **B**.

Flip Slash: Hold **B**, press **Forward, Back, Forward** and release **B**.

Flash Stab: **Forward, Forward, Forward, B**

BIO-HAZARD BATTLE

Stage Select

As soon as the Sega logo appears, press and hold **C**. At the title screen, while still holding **C**, make a full clockwise circle on the D-pad, starting and ending at the **Up** position. You'll hear a sound that indicates the cheat was activated. Press **START** to get the level-select menu.

BOOGERMAN

Passwords

LEVEL 1: Flatulent Swamps

Scab Creature, Abdominal Sewer Man, Pus Creature, Miner Goblin

BOSS 1: Hick Boy

Ghost, Nose Goblin, Ghost, Pus Creature

LEVEL 2: The Pits

Pus Creature, Scab Creature, Ghost, Boogerman

BOSS 2: Revolta

Troll, Miner Goblin, Nose Goblin, Ghost

LEVEL 3: Boogerville

Scab Creature, Ghost, Abdominal Sewer Man, Boogerman

BOSS 3: Flyboy

Boogerman, Pus Creature, Miner Goblin, Scab Creature

LEVEL 4A: Mucous Mountains

Nose Goblin, Scab Creature, Ghost, Troll

LEVEL 4B: Nasal Caverns

Nose Goblin, Pus Creature, Ogre, Scab Creature

BOSS 4: Deodor Ant

Ghost, Scab Creature, Troll, Miner Goblin

LEVEL 5: Pus Palace

Pus Creature, Boogerman, Ghost, Pus Creature

FINAL BOSS: Boogerman

Pus Creature, Abdominal Sewer Man, Boogerman, Miner Goblin

BUSBY II

Cheat Codes

Each of these cheats can be entered at the title screen.

All Levels Complete: **Up, A, A, A, Down**

Jump Frenzy: **B, A, B, C**

99 Diving Suits: **B, Left, Up, B**

99 Portable Holes: **Right, Up, B, B**

99 Smart Bombs: **C, C, C, Up, Down, C**

99 Nerf Ballzooka Shots: **B, A, Left, Left**

50 Lives: **B, Up, B, B, A**

Invulnerability: **C, A, B, C, Up, Down**

BURNING FORCE

Start With Ten Men

At the title screen, press **B, A, B, A, A, C, A, A**, then **START**.

CASTLEVANIA: BLOODLINES

Expert Level with Extra Lives

Set the BGM on "05" and the SE on "073". Then press **START** to exit the menu. Let the game go back to the "Press Start Button" screen and press **START** for the "1P Start" screen. Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A**, then go back into the "Options" menu to select the "Expert" level and start the game with nine lives.

CENTURION: DEFENDER OF ROME

Passwords

To start the game at one of the most powerful levels with 11 consular legions and 35,000 talents:

TAGY-V6P5-QAAA-AH3K-VKVA-MIES

To Rule the Empire:

QDUA-YQ25-5555-55NK-VKXW-IPJI

CHUCK ROCK II

Level and Zone Skip

Press **START** to pause the game, then press **B, A, Right, A, C, Up, Down**, and **A**. The game will restart. Pause again and hold **B** and **Right** to advance a level, or hold **A** and **Up** to skip the whole zone. To go backwards, hold **A** and **Left** or **A** and **Down** while paused.



COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words “Press Start” are flashing—press **Up, Down, Left, Right, Up, Down, Left, Right**. You’ll hear a faint “plink” sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret teams, including “Daytona Beach”, “Palm Springs” and seven fraternities.

Whirlwind Cheat

Choose a “Head-to-Head” game at the main menu and pick your teams. When the “Vs.” screen appears and the announcer says, “Today’s match-up...” quickly rotate the D-pad 720° clockwise like so: **↑→↓←↑→↓←↑→↓←↑**. When the game starts, your player will be a mini-tornado who can knock opponents down just by running into them.

COLUMNS

Magic Jewel

If you successfully score enough jewels, a magic colored jewel will appear. If a column is about to reach the top and a colored jewel appears, place the colored jewel on top of the column, making sure part of the colored jewel is off the screen. If any match is made, the jewels disappear, but any part of the magic jewel that was off the screen will still be usable, allowing you to clear more jewels. The magic jewels will appear after you have cleared 100, 250, 450 and 700 jewels.

COMIX ZONE

Invincibility

Choose “Options” from the title screen, then enter the “Jukebox” mode. Enter the following code by placing the red checkmark cursor on each number in order and pressing **C**: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11

Remember to press the **C** button at each number. If you’ve done this correctly, you’ll hear Sketch say, “Oh, yeah!” Now press **START** to exit the jukebox and start the game; you’ll see that your energy bar will never go down.

Stage Select

As above, choose the Jukebox and enter the following code by placing the red checkmark cursor on each number in order and pressing **C**:

14, 15, 18, 5, 13, 1, 3, 18, 15, 6

Remember to press the **C** button at each number. If you’ve done this correctly, you’ll hear Sketch say, “Oh, yeah!” Now highlight a number from 1 to 6 and press **C** to warp to different stages as follows:

- 1—Episode 1, Part 1
- 2—Episode 1, Part 2
- 3—Episode 2, Part 1
- 4—Episode 2, Part 2
- 5—Episode 3, Part 1
- 6—Episode 3, Part 2

Press **START** to exit the jukebox and start the game; you’ll start at the stage you chose.

Secret Fart

In most of the game’s “panels,” you can make Sketch pass gas by rapidly pressing **Down** on the D-pad. It seems easier to do this if there are no enemies on the screen.

COSMIC CARNAGE (32X)

Hidden Game

To change *Cosmic Carnage* into the Japanese version of the game, you’ll need a six-button controller. Hold down the **X, Z** and **B** buttons when you turn the game system on; the new title screen will say “Cyber Brawl” and you’ll

have some different characters to choose from.

CRUE BALL

Stage Select/Sound Test

Choose “Music Demo” and select “Twisted Flipper.” While those words are on the screen, press **A, C, A, B**, then start the game. Before you launch the ball, hold **Up** and press **B** to raise the “volume level” to the next stage (hold **Down** and press **B** to lower the “volume”). Now you can also enter a sound test by pressing **A, B** and **C** together.

CYBERBALL

Passwords for the San Francisco Hitmen

2nd week: UBBB B7VV LFVX
3rd week: UVBB BXBK LFOX
4th week: UXBB BFVI LFCS
5th week: UIBB BXIS OF8I
6th week: ULBB B5PS OF98
7th week: UKBB B5PS OFMI
8th week: UMBB B5PS OFAX
9th week: UOBB B5PS 9F81
10th week: UFBB B5PS OFNX
11th week: UCBB B5PS OFLI
12th week: U7BB B5PS OFSX
13th week: U4BB B5PS OFRI
14th week: URBB B5PS OFHX
15th week: UTBB B5PS OFFI
16th week: U8BB B5PS OFB1
17th week: UZBB B5PS OFDI: Playoff series
18th week: UUBB B5PS OFII: Playoff series
19th week: U5BB B5PS OF3X: Playoff series
Ending: UJBB B5PS OF41
Password for the Chicago Killers
Ending: CGBB B8FB BB2V

CYBORG JUSTICE

Secret Option Screen

Press **START** to pause the game, then very quickly press **C, B, B, C, A, C, B**.

DAVID ROBINSON'S SUPREME COURT

Super-Short Games

At the “Options” menu, highlight “Minutes Per Quarter”. You can choose shorter quarter lengths if you hold down the **A, B** and **C** buttons all the way down to 20 seconds.

DINOLAND

Mega-Bonuses

First, launch the ball and hold it on your paddle. “Bump” the machine 23 times (with the **B** button), then shoot for the slot machine without bumping the machine again. If you hit it, you will get a free ball and 100,000 bonus points added to the bonus counter. If you bump the machine 23 more times after that and hit the slot machine, you will be taken immediately to Sky World. If you shoot the slot machine another six times or so, without bumping the machine, you will get an extra million points. It’s also a good idea to knock down the targets and get the other four multiballs if you can.

DOOM (32X)

God Mode

You’ll need a six-button controller. Pause the game and press **Up, Z, X** and the **MODE** button all at the same time. When you get back into the game, the marine’s eyes will turn yellow and you’ll be invincible.

All Weapons & Ammo

Pause the game. Press **Up, A, C** and the **MODE** button.

DRAGON'S FURY

Cheat Password

Enter the password “DEVILCRASH” to start with eight balls instead of the usual three.

Change the Music

Enter the password “OMAKEBGM01” to play with different background music. Change the number at the end of this password to any number from “00” to “04” for one of five different tunes.

Start With 99 Balls and 13 Million Points

Enter the password “UFELFO78TL”.

DRAGON'S REVENGE

Passwords

Stage 1: LSRCE8
Stage 2: CSABMJM
Stage 3: DSI36KR
Stage 4: ETT58DL
Stage 5: FT438XR
Stage 6: HV5395S

DUNE: THE BATTLE FOR ARRAKIS

Atreides Passwords

2) Diplomatic
3) SpiceDance
4) EternalSun
5) DeftHunter
6) FairMentat
7) ASHLIKENNY
8) SonicBlast
9) DuneRunner

Harkonnen Passwords

2) Demolition
3) SpiceSatyr
4) BurningSun
5) DarkHunter
6) EvilMentat
7) IYSJOEBWAN
8) Devastator
9) DeathRuler

Ordos Passwords

2) Domination
3) SpiceSaber
4) ArrakisSun
5) ColdHunter
6) WilyMentat
7) SlyMelanie
8) StealthWar
9) PowerCrush

DYNAMITE DUKE

Secret Cheat Menu

At the title screen, press **START** for the option mode to appear. Then press **C** ten times and the **START** button to enter the cheat screen.

EARTHWORM JIM

Weapon Power-Up (once per level)

Pause the game and press **A, B, B, B, C, A, C, C**.

Energy Refill (once per level)

Pause the game and press **A, C, C, A, B, B, A, C**.

Skip to Level 2

Pause on Level 1 and press **Left, Right, A, B, C, Left, Right, A**.

David Perry's Private Cheat Mode

With the game paused, press **A+Left, B, B, A, A+Right, B, B, A**. This takes you to the main cheat menu. You can turn on invincibility, play any level, pause the game without having it go dark or scroll around to look at the entire game map.

Plasma Recharge

Pause the game and press **C+Down, A, B, C, A, B, A, C**. Jim will say “Cheater! Plasma!” Unpause the game for nine plasma shots. Refill your plasma shots as much as you want.

Extra Continue

Pause the game and press **A, B+Left, A, B, A**.

B, C, A. Jim will say “Cheater!” Unpause the game for an extra end-of-game continue. You can only do this once.

Extra Jim

Pause the game and press **B+Up, B, A, C, A, A, A, A**. Jim will say “Cheater! Wheee Doggy!” Unpause the game for an extra Jim. Repeat this code as much as you want.

EARTHWORM JIM 2

Super Cheat Code

During the game, press the **START** button to pause, then enter the following code while the game is paused: **A, C, C, A, B, A, B, Left**. The “Super Cheat Screen” will appear, allowing you to jump to any stage, become invincible (turn “Cheat Mode” on) or access a sound test. Press **A** or **B** to toggle each menu item.

Secret Move

To trigger the Manta shield, just press **Up+A+B**. This move makes Jim invincible for a few seconds.

Secret Stage

About halfway through “Level Ate,” you’ll find a set of three forks positioned just to the right of a horizontal piece of bacon. Use the Snott Parachute to float carefully between the bacon and the left fork; you’ll enter a top-secret bonus level called “Forked.”

Cheat Codes

To enter any of the following cheats, just press **START** to pause the game, then enter the code and unpause. Each code consists of eight steps. Note that the codes marked with an asterisk (*) can only be done once per level—these are the ones you give to your little brother when you don’t want to totally ruin the game for him. Other code comments:

- The “Map View Mode” works as follows: When Jim disappears, use the D-pad to scroll through the level to the part where you want to start from, then press **A** to make Jim reappear.

- The codes that give you extra meal worms will only work in the stages that require them; namely, “The Villi People”, “Inflated Head” and “Hammer Head”.

- The “Bomb Teleport” code only works in “The Flyin’ King” level; it brings the bomb in front of you if you’ve left it behind.

Bright “Pause” Screen—**A, A, A, B, B, B**
Warp to End of Current Level—**A, B, B, A, C, B, B, Right**

Warp to End of Game—**C, A, C, A, B, A, A, Up**
Invincibility—**A, A, A, A, Left, Right, Right, Left**

Map View Mode—**A, C, C, B, A, A, B, Up**

Energy Refill *—**A, B, C, A, B, C, A, B**

Energy Refill—**A, B, C, A, B, C, A, A**

Ammo Refill *—**C, B, B, A, C, B, B, A**

Ammo Refill—**C, B, B, A, C, B, A, A**

Extra Life *—**A, B, C, C, C, A, A, A**

Extra Life—**A, B, C, C, C, A, A, B**

Extra Continue *—**A, A, C, C, B, A, Left, Left**

Extra Continue—**A, A, C, C, B, A, Left, Right**

10 Extra Meal Worms *—**C, A, C, A, C, A, C, A**

10 Extra Meal Worms—**C, A, B, A, B, A, C, A**

81 Meal Worms—**A, B, C, C, B, A, B, B**

Mega Plasma Gun—**C, C, C, A, A, A, B**

3 Finger Gun—**C, C, C, A, A, A, C**

Homing Missiles—**C, C, C, A, A, B, A**

Barn Blaster—**C, C, C, A, A, B, C**

Bubble Gun—**C, C, C, A, A, B, B**

Bomb Teleport—**C, A, B, C, A, B, Up, Down**

Warp to “Lorenzen’s Soil”—**A, A, C, C, B, B, A, A**

Warp to “Puppy Love 1”—**C, C, C, C, C, A, A, A**

Warp to “The Villi People”—**A, B, C, C, Up, C, Left, Right**

SAMSUNG'S GXTV

Now that the *T&T* Staff has had a chance to sit down and fully test the GXTV, we present to you the comprehensive breakdown.



For Games

Sound really enhances a gaming experience and this is where the GXTV shines. The bass and surround-sound really pump up gameplay excitement. The screen is of decent quality, but the lack of S-Video input hurts sharpness. You can play for extended periods without eye strain and the swivel base makes it easy to adjust your position during play.

For TV Watching

About average. Some shows broadcast in stereo will benefit, but there’s no huge difference in this area.

Picture

Not as good as the top-of-the-line 13-inch from Sony, though above the average mid-range quality. The picture is colorful and pleasant to look at.

Sound

The prize feature of the package. Great custom and preset options. This really turns the GX into a great deal.

Overall

If you already have a good TV and dedicated sound system, the GX isn’t going to make you want to sell what you have. It is, however, a very solid

package and well worth the suggested retail. If your current entertainment system lacks game-enhancing excitement, run out and get a GXTV now!





Warp to "The Flyin' King"—C, B, C, Left, Right, Left, A, B
 Warp to "Puppy Love 2"—Left, Right, B, C, C, Left, Right, A
 Warp to "Udderly Abducted"—Down, A, C, Left, Right, Down, A, C
 Warp to "Inflated Head"—B, B, C, A, B, C, Left, Right
 Warp to "ISO 9000"—A, B, C, Right, Right, Right, Right, Right
 Warp to "Puppy Love 3"—Right, Right, A, B, C, Left, Right, A
 Warp to "Level Ate"—C, C, Down, Down, A, Right, Right, Left
 Warp to "See Jim Run—Run Jim Run"—B, B, C, Left, Left, Left, Left, Right

ECCO THE DOLPHIN*Super Cheat Menu*

Start the game and move Ecco left and right. Press **START** to pause while Ecco is turning—you have to catch him while he's facing you. Next, press **Right, B, C, B, C, Down, C, Up**. A cheat menu appears, offering such options as stage select, sound test, message test, invincibility and more.

Invincibility

Input a valid password, press **START**, and wait for the screen that shows the name of the current level with your password. Press and hold **A** and **START**, and hold those buttons down until Ecco appears on the screen. Press **START** to unpaue, and you'll be invincible.

EL VIENTO*All the Magics*

Press **START** to pause the game, then press **Up, Left, Right, Down, C**. Repeat this sequence five more times.

Slow-Motion

Press **START** to pause the game, then press **Up, Left, Right, Down, A**.

Stage Skip

Press **START** to pause the game, then press **Up, Left, Right, Down, B** to skip stages, advancing to the next one.

"Color Bar" Test Pattern

Press **A, B, C** and **START** when the Wolfteam logo appears on the screen.

ESPN NATIONAL HOCKEY NIGHT*Extra Teams*

Press **Left, Right, C, A, B, B** at the game setup menu to gain access to Team Sony, Team ESPN, Team Republican and Team Democrat.

Brutal Menu

The code **C, Right, B, Right, C, Right** lets you have two more options when you "Turn Up the Heat."

Pong

The code **B, C, C, C, Up, Down** lets you play Pong using hockey players as paddles.

Octopong

A, C, B, Up, Right, Up adds some variation to the simple Pong code, by turning the Octopus into a puck.

EVANDER HOLYFIELD'S REAL DEAL BOXING*Green Boxer Password*

At the title screen, choose Career mode and start a new career. Enter "The Beast" as your fighter's name and press **START**.

Easy TKO

Stay close to your opponent and alternate between left and right hooks. The match will stop and you'll win on a TKO.

Win Without Fighting

Play as "The Beast." Wait until the Beast has raised his hand and the crowd has cheered. When the camera scrolls and isn't pointing to either boxer, press **START**, then choose to quit. At the training screen, you'll see that you have won the fight.

EX-MUTANTS*Cheat Menu*

Go to the "Options Screen" and set the "Music" to 05 and the "Sound FX" to 21. Highlight "Exit," then press and hold **A, B** and **C** while pressing **START**.

F-15 STRIKE EAGLE II*Hidden Re-Supply Option*

Choose "See Credits" from the "Options" menu. At the credit screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up**. Start the game to find a new option called "Re-Supply." Use it to boost your weapons, fuel and decoys back to the maximum.

F-22 INTERCEPTOR*United States Passwords*

Mission 01: 0HG021

Mission 02: 0PG06D

Mission 03: 0TG0E0

Mission 04: 11G012

Mission 05: 15G0MA

Mission 06: 19G0UM

Mission 07: 1DG163

Mission 08: 1LG1EQ

Mission 09: 1PG1M6

Mission 10: 1TG1UI

Mission 11: 21G26I

Mission 12: 2TG32I

Mission 13: 31G3UJ

Mission 14: 35G4A4

Mission 15: 39G56U

Mission 16: 3TG51C

Mission 17: 41G62K

Mission 18: 45G6MJ

Mission 19: 4TG7A7

Mission 20: 5167QL

Mission 21: 59G8EI

Mission 22: 61Q9EM

Mission 23: 65Q9QA

Mission 24: 69Q9QA

Mission 25: 6HG9UJ

Mission 26: 6LGAUJ

Iraq Passwords

Mission 01: C6G022

Mission 02: CEG06L

Mission 03: CIG0A4

Mission 04: CM60EC

Mission 05: CUG010

Mission 06: D2G0U2

Mission 07: D6Q1EV

Mission 08: DAO1QM

Mission 09: DQG2EJ

Mission 10: E2G3AI

Mission 11: E6G428

Mission 12: EAG5E7

Mission 13: EEG5UR

Mission 14: EIG6QS

Mission 15: EUG7M5

Mission 16: F2G7UB

Mission 17: F6G8A5

Mission 18: FAG8UR

Mission 19: FEGAIS

Mission 20: FIKB6I

Mission 21: FQGBUL

Mission 22: FUGCEA

Mission 23: G2GDQL

Mission 24: G6UF6E

Mission 25: GIUFU0

Mission 26: GUMHAI

Korea Passwords

Mission 01: 7E002E

Mission 02: 7M006Q

Mission 03: 7Q01AA

Mission 04: 8201QS

Mission 05: 8601U4

Mission 06: 8A022D

Mission 07: 8I02E8

Mission 08: 8M042R

Mission 09: 8Q04MQ

Mission 10: 8U05MV

Mission 11: 9A05UK

Mission 12: 9I06A9

Mission 13: 9U06U9

Mission 14: A2072C

Mission 15: A608E4

Mission 16: AA08IJ

Mission 17: AE08U3

Mission 18: AIF9UU

Mission 19: AMFB6C

Mission 20: B20B47

Mission 21: B60BMN

Mission 22: BAFCL

Russia Passwords

Mission 01: HJ0024

Mission 02: HR412H

Mission 03: I701QI

Mission 04: IB02EI

Mission 05: IF02U6

Mission 06: 8A022D

Mission 07: 8I02E8

Mission 08: 8M042R

Mission 09: 8Q04MQ

Mission 10: 8U05MV

Mission 11: 9A05UK

Mission 12: 9I06A9

Mission 13: 9U06U9

Mission 14: A2072C

Mission 15: A608E4

Mission 16: KB0CA1

Mission 17: KF0D2N

Mission 18: KJ0DUU

Mission 19: KN0EIN

The Aces Challenge Passwords

Mission 01: LJG02V

Mission 02: LNG067

Mission 03: LRG0AM

Mission 04: LVG0EU

Mission 05: M3G0IO

Mission 06: M7G0UG

Mission 07: MBG16T

Mission 08: MFG1EG

Mission 09: MJG1MS

FATAL FURY*Victory Counter*

Choose "Control" from the option menu then highlight the "Point" option. Hold **B** and set the point value to zero. Do this for both players, then start a two-player "VS." battle. Your point globes will be replaced by counters that show how many rounds you've won.

FLASHBACK*Walk Through Walls*

Walk up to a wall in any stage of the game. Turn away from the wall, then hold the **A** button and point the D-pad away from the wall. The instant you see Conrad start to run, quickly release the **A** button and point him back at the wall. He should be able to walk through it. Note: This trick might kill you or crash the game.

"Easy" Level Passwords

Level 1: PIXEL

Level 2: BETSY

Level 3: PANCHO

Level 4: STUDIO

Level 5: TOHO

Level 6: AKANE

Level 7: INCBIN

"Normal" Level Passwords

Level 1: FALCON

Level 2: DATA

Level 3: MMILORD

Level 4: QUICKEY

Level 5: BIJOU

Level 6: BUBBLE

Level 7: CLIP

"Expert" Level Passwords

Level 1: CLIO

Level 2: ACRTC

Level 3: BLUB

Level 4: STUN

Level 5: MIMOLO

Level 6: HECTOR

Level 7: KALIMA

Ending Code: CYGNUS

FLICKY*Bikini Girl*

If you complete the first 10 rounds in under 20 seconds each and get a perfect score in each bonus round, you should have over 240,000 points and a window will appear in the lower left corner of the screen with a girl in a bikini.

GALAHAD*Cheat Password*

Enter the password "LTUS" to start at World One with infinite lives.

GARGOYLES*Secret Messages*

Pause the game at any time and press **A, B, Right, A, C, A**, then press **START** to unpaue. You'll get a secret message from the creators of *Gargoyles*. If you pause the game and press **A, B, Right, A, C, A, Down, A**, then press **START** to unpaue, you'll get another secret message, this time with some funky spheres spinning around the screen. If you're interested in this, you can control the movement of the spheres as follows:

- Press **START** to pause
 - Press **A** to change the configuration of the spheres
 - Hold **Up** to move the spheres closer together
 - Hold **Down** to move the spheres farther apart
 - Hold **A** and hold **Left** or **Right** to flip the spheres horizontally
 - Hold **B** and hold **Left** or **Right** to flip the spheres vertically
 - Hold **C** and hold **Left** or **Right** to rotate the spheres
- To get out of either "message" screen, hold **A + B + C** and press **START**.

Refill Energy

Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B**, then press **START** to unpaue; you'll hear "Sega!" and your energy meter will be refilled.

Fireball Trick

Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right**, then press **START** to unpaue; you'll hear "Sega!" to confirm the code. Now you can throw fireballs by pressing the **A** button.

Stage Skip

Pause the game at any time and press **A, B, Right, A, C, A, Down, A, B, Right, A**; you'll hear "Sega!" and you'll immediately skip to the next stage.

GENERAL CHAOS*Secret Cheat Mode*

Pause the game. Press and hold buttons **A** and **B** on Controller 1 and button **C** on Controller 2 at the same time; you'll hear a bubbling sound. Now, while paused, you can access the following features:

Maximum Medics

Press and hold **A** and **C** on Controller 1 and **B** and **Down** on Controller 2.

Battle Advance

Press and hold **A, C** and **Up** on Controller 1 and **B** on Controller 2.

Full-Scale War Advance

Press and hold **A, C** and **Down** on Controller 1 and **B** on Controller 2.

These cheats give the victories and/or Medics to the Chaos Army. To give Havoc the benefits, simply reverse the commands; e.g. for max medics, press **A+C** on Controller 2 and **B+Down** on Controller 1.

GHOSTBUSTERS*Lots of Cash*

Find a safe that's got money in it and is close to the entrance of a maze. Leave the maze with the safe. Enter that maze again and the safe and the money will be there again. You can repeat this procedure until you've got all the money you want.

HARD DRIVIN'*Practice Race with Other Cars on the Track*

Play a game normally but intentionally lose. Then go to the option screen and select Practice Mode. There should now be other cars on the track.

HARDBALL*Fat Pitch*

During a game, substitute the pitcher with another player who is not a pitcher. The new pitcher will throw a special pitch called "FAT."

HAUNTING STARRING POLTERGUY*More Points, More Houses*

In the first house, enter the grandfather clock in the dining room by pressing **A**. While in the clock, press **B, C, C, B**. Press **A** again to exit the clock. You'll now have 15,000 points and be in the second house.

In the second house, enter the toilet in the Jacuzzi Room and press **C, C, C, B**. You'll get 15,000 points and be in the third house.

In the third house, enter the garbage can in the garage. Press **B, C, B, B** and exit the garage. You'll be in the final house and get 45,000 points.

THE INCREDIBLE HULK*Hulk-Out Moves*

These moves work when you achieve Hulk-Out status in the game.

Bear Hug: Grab enemy, then press **A**.

Pile Driver: Grab enemy, then press **A+B**.

Shoulder Charge: **Forward, Forward, C, Forward**.

JAMES "BUSTER" DOUGLAS**KNOCKOUT BOXING***Sound Test*

On the game-mode screen, press **START** on Controller 2. Push **Down** to select the sound you want, then push **A** to begin the sound or **B** to end.

JAMES POND*Open Exit Door*

Hold **C + Left** at the title screen and press **START**. During the game, hold **A, B** and **C** and rotate the D-pad to open the Exit Door.

JAMES POND II—CODENAME: ROBOCOD*Invincibility*

At the beginning of the first stage, there's a ledge with five bonus items. Spell the word "cheat" by picking up the items in the follow-



ing order: cake, hammer, "Earth" (the globe), apple and "tap" (the faucet). You'll get a sparkling shield that will protect you from harm.

Power-Up Code

You can refill your power meter if you spell the word "power" by picking up items in the following order: penguin, oil can, wine glass, Earth and racket.

Infinite Lives

In the sports level, spell the word "lives" by picking up items in the following order: lips, ice cream, violin, Earth and snowman.

Cheat Menu

At the title screen, hold **A+C**, point the D-pad in the **Down/Left** position and press **START** to access a cheat menu.

JENNIFER CAPRIATI TENNIS

New Players

To choose from an all-new line-up of 24 tennis champs, enter the password "GRAND.SLAM" (enter a period between the two words and fill up the rest of the password with periods.)

Secret Configuration Mode!

Input the password "CON FIG" and fill up the rest of the spaces with periods. You'll access a hidden "Configuration Mode" menu.

JOHN MADDEN FOOTBALL

Super Bowl Passwords

Minnesota vs. Denver: 3456712
Philadelphia vs. Miami: 7676767
Los Angeles vs. Houston: 7654321
San Francisco vs. Miami: 7651567
Philadelphia vs. Houston: 1777777
San Francisco vs. New England: 1717171
Philadelphia vs. New England: 6712345
San Francisco vs. Pittsburgh: 5671234
Los Angeles at Miami: 0473176
San Francisco at Denver: 0751000
San Francisco at New England: 0431000
Chicago at New England: 0613000
Philadelphia at Cincinnati: 5555500
Los Angeles at Kansas City: 2452300
Atlanta at Miami: 3452300
New York at Houston: 4452300
Washington at Buffalo: 5450000
Philadelphia at New England: 6450000
Los Angeles at Denver: 7450000
Philadelphia at Denver: 7450000
San Francisco at Houston: 7770000
Atlanta at Pittsburgh: 4770000
Atlanta at Miami: 7777777
Los Angeles at Cincinnati: 6777777
New York at New England: 5777777
Washington at Kansas City: 4777777
Chicago at Pittsburgh: 3777777
Los Angeles at Pittsburgh: 2777777
Philadelphia at Houston: 1777777
Chicago at Denver: 04150000
San Francisco at Buffalo: 0515000
Minnesota at Buffalo: 0535000

JOHN MADDEN FOOTBALL '92

EASN Bowl Passwords

(The NFC team is always the home team)
Atlanta vs. Buffalo: CSLSS65H
Atlanta vs. Houston: D72C835L
Buffalo vs. San Francisco: DWJ4NLPV
Buffalo vs. New York: B3H92V5N
Chicago vs. Kansas City: B3FMKGMT
Chicago vs. Buffalo: B3FM8FB5
Cincinnati vs. San Francisco: C536LLJY
Cincinnati vs. Atlanta: D8NDD50R
Cleveland vs. Washington: CDCHGGS4
Dallas vs. Oakland: BDNZZTR1
Dallas vs. Buffalo: BPGHG9NI
Denver vs. San Francisco: CLB168RX

Detroit vs. Buffalo: BHL50XB6
Detroit vs. New Jersey: B29KH464
Green Bay vs. Cincinnati: BPCYNT78
Green Bay vs. Kansas City: BPCSHGX4
Houston vs. Washington: B0P2Z178
Indianapolis vs. Chicago: B0WH6T2K
Kansas City vs. Dallas: DWMS4M9P
Kansas City vs. San Francisco: DWMWRBGS
Kansas City vs. Chicago: FCH2G18B
Kansas City vs. New Orleans: DGXNTKWT
Los Angeles vs. Pittsburgh: BHJGFVR
Los Angeles vs. Houston: CG68WD8N
Los Angeles vs. Buffalo: CG644SYN
Miami vs. Green Bay: C2Z4ZS2S
Miami vs. New York: B6KF5MCB
Miami vs. Chicago: B6KJB9JD
Minnesota vs. Cleveland: CC50N7W4
Minnesota vs. Seattle: BPKJRXWX
New England vs. New Orleans: DG10WJCT
New England vs. Minnesota: FCKCYJB
New Jersey vs. Washington: CS41LX68
New Jersey vs. Green Bay: C239PNST
New Orleans vs. Oakland: DGJYVWM3
New York vs. Miami: BTCHRSRX
New York vs. New England: BZ6173NK
Oakland vs. San Francisco: BH4MBJ03
Oakland vs. New York: C25RBY07
Philadelphia vs. Miami: BTGBF4Y9
Phoenix vs. Denver: CSTCNYGV
Pittsburgh vs. Detroit: CZ97JMSL
Pittsburgh vs. Chicago: DWNBM06J
San Diego vs. Washington: C8X8RT1V
San Diego vs. Atlanta: CHK82337
San Francisco vs. Buffalo: C2TL4P94
San Francisco vs. Miami: BDT18GSF
San Francisco vs. Kansas City: CC7CDVLS
Seattle vs. Minnesota: BLTF857X
Seattle vs. New Orleans: D5KT9LWW
Tampa Bay vs. Buffalo: CK5GV777
Tampa Bay vs. Cincinnati: DN851KMB
Washington vs. Cincinnati: FB16WJWP
Washington vs. Buffalo: B84R03CS

THE JUNGLE BOOK

Extra Stuff/Warps

Each of these codes must be entered while the game is paused.

Press **Up, Up, Down, Down, Left, Right, Left, Right, B, A** to reset the timer, health meter and weapons supplies.

To warp to Shere Khan, press **A, C, A, C, A, C, A, C, B, B, B, B**.

To reset the timer so that you only have 10 seconds left, press **A, B, B, A, A, B, B, A**.

Punch in **Left, A, Right, Down, B, A, Left, Left, C, Right, Up, Down**. The game will reset; when you restart, all of the characters will be upside down.

Start next to Baloo by pressing **B, A, L, U, U**.

Start next to Kaa by pressing **C, A, A, B, C, A, A**.

Try **A, B, B, A, C, A, B, B** several times to change the screen into different colors. The last color in the series will be blood red! To skip to the next level, press **B, A, A, B, B, A, A, B, A, B, A, B, A**. You'll be able to see all of the levels in the game.

To see the end of the game, enter the code **B, A, Down, C, A, Right, Left, A, Right, Down**.

To start next to King Louie, press **Left, Up, A, Left, Up, A**.

To start next to the Witch Doctor Monkeys, type in **Right, A, Down, B, A, Down**.

Debug Menu

On the first level, run all the way to the right until you reach the briar patch. You'll know you're there when you see Mowgli recoil at the edge of the precipice. Jump into the canyon, but pause the game right before

you're about to die. With the game paused, enter the code **B, A, Down, C, Right, A, B, Left, A, Right, Down, B, A, Left, Left, C, Up, Right, Left**. The screen will immediately change to the Debug Menu, with a level select and eight different debug features, including invincibility, "Solid Floor" (which keeps you from falling off the screen) and "Single Gem Mode," in which you need just one gem to complete a level.

JORDAN VS. BIRD: SUPER ONE-ON-ONE

Extra Time

Press **START** to pause the game when the clock reaches 00:00 in the timed "One-on-One" mode, then press **A** to call a timeout. The game will continue with 36 minutes on the clock.

JURASSIC PARK

Super Cheat Mode

Enter the password "NYUKNYUK". Press **START** and the message "SECOND CONTROLLER ENABLED" will appear on the screen. Exit from the password screen, or enter any valid password to start the game. Press the **B** button on Controller 2 to refill your life gauge at any time; if you're playing as Grant, this will also give you a full supply of every possible weapon. Hold **A** on Controller 2, for slow-motion mode. You can also use the D-pad on Controller 2 to move your character anywhere, even through walls, floors and ceilings.

Password Trick

Use the following password formula to start on any stage:

JP_0_ARK

Change the parameters of this password by entering different characters in the third and fifth positions. Enter "G" as the third character in the above password to play as Grant, or use "R" to play as the Raptor. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for Grant, or "1" through "5" for the Raptor.

Stage-Select/Sound Test Menu

Visit and exit the "OPTIONS" menu, then enter the "cheat" password "NYUKNYUK". Highlight the left or right arrows ("<<" or ">>"), then press and hold **A, B, C** and **START** one button at a time, in that exact order. The "SECOND CONTROLLER ENABLED" message will appear. If you highlight "EXIT" and press any button, then start the game, you'll get a hidden stage-select menu with a bonus sound test.

JUNGLE STRIKE

Super Cheat Passwords

These codes will start you at any mission with ten lives and all of the co-pilots rescued.
RXVWT7456KB—Campaign 2
9WT7NL6MHBV—Campaign 3
X7NL4SHPG94—Campaign 4
VL4S6MGCZVH—Campaign 5
WS6MHPZJFTZ—Campaign 6
TMHPGCFDYN3—Campaign 7
7PGCZJYK34X—Campaign 8
NCZJFD3BR67—Campaign 9

KRUSTY'S SUPER FUN HOUSE

Level Codes

WHOAMAMA: Stage Two
FLANDERS: Stage Three
BROCKMAN: Stage Four
SIDESHOW: Stage Five
SMALLIWI: Infinite Lives/All Doors Unlocked

LAKERS VS. CELTICS AND THE NBA PLAYOFFS

Start Playoffs with a Three-Game Lead

Enter **LGQ HJK** for the fourth game between the Celtics and the Spurs.

Start with Game 1

Enter **T#6 CGK** for a game between the Pistons and the Lakers.

THE LAWNMOWER MAN

Cheat Code

On any of the platform levels, press **START** to pause the game, then press **Up, Right, A, B, A, Down, Left, A, Down**. Unpause the game to complete the sequence. With that code in place, pause the game again. To skip to the next level, press **B**. To access a cheat menu—with invincibility, multiplier and stage-select options—press **C**. With the code in place, you can use these cheats on any stage, not just the platform levels.

LIGHTNING FORCE

99 Ships

When "Press Start" appears on the title screen, press **A** and **START** together to bring up the Configuration screen. Set the number of ships to 0. Start the game and you've got 99 ships.

Full Power

Pause the game during play and enter the following code: **Up, Right, A, Down, Right, A, C, Left, Up, B**, and **Up**. Press **START** and all weapons will be available to you.

LOTUS II

Hidden Pod Game

At the set-up screen, change the name of Player One (not the password box) to "POD PLEASE" and press **B**. Now start the game and you'll warp to a hidden shoot-'em-up for one or two players.

LOTUS TURBO CHALLENGE

Password Cheats

If you enter "MANSELL" as your password, you'll always advance to the next stage. The password "SLUGPACE" will give you a super-powered Lotus with a top speed of 176 mph.

MADDEN NFL 96

Secret Teams

There are dozens of hidden teams in the game; most of them are classic NFL and AFL line-ups, some are all-pro squads and several are teams from the little-known World League of American Football. To find them, simply access the "Team Selection" screen and enter one of the following codes. The cheats work for either team, so if—for example—you wanted to pit the '76 Vikings against the '95 Barcelona Dragons, you'd just put the NFL cursor on the left side, enter the Vikings code, then move the cursor to the right and enter the Dragons code. All codes are entered with the **A, B** and **C** buttons.

AABBBCA—'80 Atlanta Falcons
AABACC—'70 Baltimore Colts
AACAAAB—'68 Baltimore Colts
AACACBA—'64 Baltimore Colts
AACBBBC—'65 Cleveland Browns
AACCACB—'93 Buffalo Bills
ABAAAA—'92 Buffalo Bills
ABAACAC—'91 Buffalo Bills
ABABBBB—'90 Buffalo Bills
ABACACA—'73 Buffalo Bills
ABACCCC—'85 Chicago Bears
ABBACAB—'77 Chicago Bears
ABBBBBA—'66 Chicago Bears
ABBCABC—'63 Chicago Bears

3-D CONTROLLER SHOWDOWN!

T&T matches up Nintendo's analog marvel against Sega's 3-D pad o'fury!

Feel

They both feel pretty good, but the Sega pad fits more snugly in your hands. Extended use reveals the Sega pad to be easier on your hands. Also, Nintendo's pad has sev-



eral (theoretically) possible grip options, but always at the sacrifice of one pad feature. Not so for the Sega pad; all buttons and controls can be reached from one position.

Stick vs. Thumb Pad

The Nintendo analog stick is very, very good and gives precise, positive control. Sega's makes it easier to play *NIGHTS* (as it should) but suffers from very high "spring" and a slight lack of lateral movement.

Buttons

They're about average as buttons go. Nintendo's is a bit annoying, with four small buttons and two big, but this tactile difference does make it



easy to locate buttons by touch. The Sega pad's analog **L** and **R** buttons are vastly improved over the standard pad; the Nintendo controller has no analog buttons.

Durability

The Nintendo stick is pretty hard to break and considerably more durable than it seems. Both controllers are very sturdy.

Overall

Both have advantages and everybody in the office has one they favor over the other. However, the Sega pad edged the N64 controller by a hair!





ABCCCB—'88 Cincinnati Bengals
 ABCACAA—'81 Cincinnati Bengals
 ABCBBAC—'93 Dallas Cowboys
 ABCCABB—'92 Dallas Cowboys
 ABCCCA—'78 Dallas Cowboys
 ACAABCC—'77 Dallas Cowboys
 ACABBAB—'75 Dallas Cowboys
 ACACABA—'71 Dallas Cowboys
 ACACCBC—'70 Dallas Cowboys
 ACBABC—'89 Denver Broncos
 ACBBBAA—'87 Denver Broncos
 ACBCAAC—'77 Denver Broncos
 ACBCCBB—'62 Detroit Lions
 ACCABCA—'67 Green Bay Packers
 ACCBACC—'66 Green Bay Packers
 ACCCAAB—'80 Houston Oilers
 ACCCBBA—'69 Kansas City Chiefs
 BAAABBC—'66 Kansas City Chiefs
 BAABACB—'62 Dallas Texans
 BAACAAA—'90 Los Angeles Raiders
 BAACCAC—'83 Los Angeles Raiders
 BABABBB—'80 Oakland Raiders
 BABBACA—'76 Oakland Raiders
 BABBBCC—'67 Oakland Raiders
 BABCCAB—'91 Los Angeles Rams
 BACABBA—'84 Los Angeles Rams
 BACBABC—'79 Los Angeles Rams
 BACBCCB—'68 Los Angeles Rams
 BACCCAA—'84 Miami Dolphins
 BBAABAC—'82 Miami Dolphins
 BBABABB—'73 Miami Dolphins
 BBABCCA—'72 Miami Dolphins
 BBACBCC—'71 Miami Dolphins
 BBBABAB—'76 Minnesota Vikings
 BBBBABA—'74 Minnesota Vikings
 BBBBCBC—'73 Minnesota Vikings
 BBBBCBB—'69 Minnesota Vikings
 BBCABAA—'85 New England Patriots
 BBCBAAC—'76 New England Patriots
 BBCCBB—'79 New Orleans Saints
 BBCCBCA—'90 New York Giants
 BCAAACC—'86 New York Giants
 BCABAAB—'70 New York Giants
 BCABCBA—'68 New York Jets
 BCACBBC—'80 Philadelphia Eagles
 BCBAACB—'60 Philadelphia Eagles
 BCBBAAB—'79 Pittsburgh Steelers
 BCBBCAC—'78 Pittsburgh Steelers
 BCBBCBB—'75 Pittsburgh Steelers
 BCCAACA—'74 Pittsburgh Steelers
 BCCACCC—'75 St. Louis Cardinals
 BCCBCAB—'94 San Diego Chargers
 BCCCBBA—'81 San Diego Chargers
 CAAAABC—'66 San Diego Chargers
 CAAACCB—'63 San Diego Chargers
 CAABCAA—'94 San Francisco 49ers
 CAACBAC—'89 San Francisco 49ers
 CABAAAB—'88 San Francisco 49ers
 CABACCA—'84 San Francisco 49ers
 CABBBCC—'81 San Francisco 49ers
 CABCBAB—'78 Seattle Seahawks
 CACAABA—'79 Tampa Bay Buccaneers
 CACACBC—'91 Washington Redskins
 CACBBBC—'87 Washington Redskins
 CACCBAA—'83 Washington Redskins
 CBAACAC—'82 Washington Redskins
 CBAACBB—'72 Washington Redskins
 CBABBCA—Hall of Fame I
 CBACACC—Hall of Fame II
 CBBAAB—'95 All-Madden
 CBBACBA—'95 AFC Pro Bowl
 CBBBBCB—'95 NFC Pro Bowl
 CBBACAB—'95 Amsterdam Admirals
 CBAAAA—'95 Barcelona Dragons
 CBACAC—'95 Frankfurt Galaxy
 CBCBBBC—'95 London Monarchs
 CBCCACA—'95 Rhein Fire
 CBCCCC—'96 Scotland Claymores
 CCAACAB—'95 EA Sports Team Madden
 CCABBB—All '50s
 CCACABC—All '60s
 CCACCCB—All '70s
 CCBACAA—NFL Players Association I
 CCBBCAB—NFL Players Association II
 CCBACBB—NFL Players Association III
 CCBCCA—NFL Players Association IV

MARIO LEMIEUX HOCKEY

Change Team Skills

Enter the password "ABRA CADA BRA2" and press **START**—the screen will say "BAD PASS-WORD". Next, highlight "CANCEL" and press **START**. Choose "EXHIBITION" or "TOURNAMENT" and select any team. At the "TODAY'S MATCH" screen, you can press **Up** or **Down** on the control pad to highlight any skill of your team or your opponent's team, and press **A** or **B** to change that skill.

Play on Black Ice

Enter the password "CEME NTBL ADES" and

press **START**—the screen will say "BAD PASS-WORD". Next, highlight "CANCEL" and press **START**. Start the game, and you'll be playing on dark-colored ice.

MEGA BOMBERMAN

Stage Passwords

Area 1—Jammin' Jungle

Stage 2: 6800

Stage 3: 5120

Boss: 7420

Area 2—Vexin' Volcano

Stage 1: 4501

Stage 2: 8111

Stage 3: 7421

Stage 4: 1051

Boss: 3351

Area 3—Slammin' Sea

Stage 1: 4502

Stage 2: 8112

Stage 3: 7422

Stage 4: 1052

Boss: 3352

Area 4—Crankin' Castle

Stage 1: 6803

Stage 2: 0513

Stage 3: 9723

Stage 4: 3353

Boss: 5653

Area 5—Thrashin' Tundra

Stage 1: 8114

Stage 2: 2814

Stage 3: 1134

Stage 4: 5654

Boss: 7954

Area 6—Cruisin' Comet

Final Stage: 0515

MEGA TURRICAN

Stage Skip

Pause the game, press **Right**, **Left**, **Down**, **Right**, **B** and unpause.

Unlimited Power

Pause the game, press **A**, **A**, **B**, **B**, **A**, **A**, **A** and **START**.

Press **START** to pause the game, then press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, and **Right** on the D-pad. Then press **A** and **B**. Unpause the game. When you push forward, your character moves backward.

Previous Level

Pause the game, press **Right**, **Left**, **Down**, **Right**, **A**. When you unpause, you'll return to the previous level.

M.E.R.C.S.

Faster, Smarter Enemies

Highlight Original Mode at the options screen, hold **A**, **B** and **C** and press **START**.

MICHAEL JACKSON'S MOONWALKER

Become the Robot

In each of the following cases, the child hostage noted must be the first one rescued when you reach that level.

In level 2-2 go to the top of the garage, and rescue the only child up there, or...

In 2-3 get in the elevator, and go up one floor. Now rescue the child on that floor to get the shooting star, or...

In 3-3 go to the left side of the waterfall. Look straight up and rescue the child above you.

MICKEY MANIA

Stage Select

At the Sound Test menu, set the Music to "Continue," the FX to "Appear" and the Speech to "Think....". Now highlight the EXIT option and hold the D-pad to the **Left** for about five seconds; you'll hear a jingle. Now you'll get a level-select menu when you start the game.

MICKEY MOUSE IN CASTLE OF ILLUSION

Maximum Number of Marbles

At the end of the second level in Toyland, you'll come across a bag of marbles. If you pick the bag up and proceed to the right far enough, when you go back to the left, the bag will reappear. Each time you pick the bag up, you'll receive 1,000 points and extra marbles (up to 30). Don't forget about the vines in the second part of Level 1-1. As long as you're on the vine, you're invincible, so you can swing on the vine and get all the points you want and up to ten men. You'll average about 95,000 points an hour.

MICRO MACHINES

Super Cheats

Press **B**, **Down**, **C**, **Down**, **Up**, **Down**, **Left**, **Down** while the game is paused to earn infinite lives.

Press **Up**, **Down**, **A**, **B**, **Left**, **Right**, **C** while paused for a faster vehicle; you'll notice a higher top speed.

Press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **START**, **Down** while paused for a higher difficulty level.

Press **Left**, **Down**, **Up**, **Down**, **Right**, **Down**, **A**, **Down** while paused for a much higher difficulty level.

Press **A**, **Up**, **B**, **Down**, **C**, **Left**, **START**, **Right** while paused for extra traction/better handling.

Press **C**, **Up**, **Left**, **Right**, **A**, **B**, **A**, **C** while paused to give you extra crash power. (When you crash into another car you'll send it halfway across the screen.)

MIG-29

Super Password

Access to all missions, including Iron Hand and White Pegasus: WEXBJOISGITE.

MIGHT & MAGIC

GATES TO ANOTHER WORLD

Secret Cheat

Choose "View Character" from the non-combat menu. When the screen says "View Which?", press and hold **Left**, **A** and **C**, then release all three buttons at once. When the character menus come up, press **Left** repeatedly; you'll start to see stats for a lot of strange characters with incredible weapons and armor. If you make these weird characters trade their treasures to the members of your party, you'll be able to get tons of important items quickly and easily. You can earn quick experience points by accepting the knight's quest—since you'll probably have immediate access to the weapon he asks for—and you can sell the unused weapons for plenty of gold.

Free Food

Choose the "Share" option from your command menu and select "Food". After repeating this several times, your entire party's food supply will increase.

MIKE DITKA POWER FOOTBALL

Punt Trick

On offense, choose "punt" at the play selection screen; then, as your players are lining up on the field, press **START** and go to the "Substitutions" menu. Replace your punter with a fast player—one with a speed rating of 80 or more—and return to the game. When the ball is snapped, head for the left or right sideline and take off running. When you get 15 or 20 yards past the line of scrimmage, all of the players on the opposing team will freeze like ghostly statues—you can run all over the field and walk right through them. In a two-player game, the player who is being controlled by your opponent will be the only one who can move.

Passwords

Conference Title: Washington vs. Atlanta—tjF1L4

World Championship: Washington vs. New York—tjF1M0

Conference Title: Miami vs. Cleveland—xjP1Dm

World Championship: Miami vs. San Francisco—xjP1Ei

MLBPA SPORTSTALK BASEBALL

Easy Out

If the computer team has men on second and third or bases loaded, press the **B** button and throw the ball to third base, then quickly throw to first. You'll see the runners take off—but the man on second takes so long to get back to the base that you can always pick him off.

MORTAL KOMBAT

Fatalities

When the screen says "Finish him!", quickly enter the code shown below for your character. If you can't get it to work, you may be standing too close or too far away, so experiment with different distances.

Liu Kang—Down, Back, Up, Forward, Down

Johnny Cage—Forward, Forward, Forward, A

Kano—Back, Back, A

Rayden—Forward, Back, Back, Back, A

Sub-Zero—Forward, Down, Forward, A
 Sonya—Forward, Forward, Back, Back, **START** (Block)

Scorpion—Up, Up (easier if you hold Block)

Secret Boss

To find the secret character, Reptile, you must play in one-player mode until you reach the stage called "The Pit". Now look at the moon in the background; if there is a shadow of any kind flying in front of the moon, follow these steps: You must win two perfect rounds (a "Double Flawless" victory) without ever using the Block button, and you must successfully perform your character's fatality on your opponent. If you do all of this, you'll be sent down to the bottom of the Pit to face the green ninja, Reptile. If there is no shadow flying in front of the moon, you cannot reach Reptile. The "Super Cheat Code" below can help you; turn on Flag 2 at the cheat menu to guarantee a shadow in front of the moon on the Pit stage.

Arcade Mode

Wait for the screen which says, "The word 'code' has many different definitions," etc. Press **A**, **B**, **A**, **C**, **A**, **B**, **B**. You'll hear Scorpion say, "Get over here!" as the letters turn blood-red. You've just activated "Mode A," with all fatalities and blood effects intact.

Super Cheat Code

At the "Game Start/Options" screen, spell the word "DULLARD" with the controller by pressing **Down**, **Up**, **Left**, **Left**, **A**, **Right**, **Down**. A third menu item called "Cheat Enabled" will appear. Highlight this new option and press **START**; you'll get a hidden configuration menu with new options as follows:

- Fighter 1/Fighter 2—Control what characters will be seen in the "Demo" mode (see below).
- Plan Base—Fight your opponents in a predetermined order in the 1-player mode.
- Chop-Chop—Allows you to choose which materials you'll be shattering in the block-breaking Bonus round; this only works when you enter the Bonus stage from this cheat menu by choosing "Chop-Chop" under the "Demo" option.
- 1 Play Chop/2 Play Chop—These numbers determine the frequency with which the Bonus stage appears during the game. Choose "1" to make the bonus stage appear after every battle or "6" to stall it for six battles. "0" disables the Bonus stage entirely.
- Demo—This option will show you different sequences from the game; just pick a scene and press the **A** button to view it.
- FLAG0/FLAG1—Player 1 and/or Player 2 starts each round in "Danger" mode; one hit and you're dead.
- FLAG2—Guarantees a shadow in front of the moon on the Pit stage.
- FLAG3—Changes the moon shadow into the head of Fergus McGovern of Probe Software.
- FLAG4—Gives you Reptile hints before every battle.
- FLAG5—Gives you infinite credits.
- FLAG6—The computer does fatalities on you in one-player mode.
- FLAG7—Locks in the background at the Palace Gates stage all the way up to the endurance match.
- Blood On—Turns on the blood effects and arcade fatalities.
- Cheat On—Turn this "Off" to deactivate all of the flags simultaneously; otherwise, leave it in the default "On" position.
- 1st Map—Use this to select the starting scenario or background. If you choose to start at the Pit, you will always get a shadow in front of the moon, which makes it easier to find Reptile.

MORTAL KOMBAT II

Test Modes

At the options menu, put the cursor on "DONE!" and press **Left**, **Down**, **Left**, **Right**, **Down**, **Right**, **Left**, **Left**, **Right**, **Right**. A new menu option called "Test Modes" will appear. The new menu options allow you to make either player invincible, put either character in "Danger" mode, choose any background, set free play, make the computer do fatalities and more.

Fergality

At the Test Modes menu, set the Background to 6 and turn on the "Oooh, Nasty!" option. Play the game as Rayden, and when it's time to do a fatality on your opponent, press **Away**, **Away**, **Away**, **Block**. That weird char-



acter is Fergus McGovern of Probe Software, developer of the Genesis version of *MKII*.

MORTAL KOMBAT II (32X)

Test Modes

At the options menu, put the cursor on "DONE!" and press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. A new menu option called "Test Modes" will appear, giving you options similar to the Genesis cheat menus described above.

MORTAL KOMBAT 3

Play as Smoke

When the MK3 logo appears at the beginning of the game and you hear a gong, press A, B, B, A, Down, A, B, B, A, Down, Up, Up. You'll hear Shao Kahn say "Smoke" and the background color will change from black to blood-red. Now Smoke is a playable character in both the one- and two-player modes.

Endurance Mode

At the main menu, highlight the words "Start Game", hold the A and C buttons and press START. This takes you to a hidden character-select screen in which both players can choose up to eight fighters for an Endurance match. Press START to register for the battle, then use Left and Right on the D-pad to choose a fighter for each box in the line-up. Press B to choose a fighter at random for the current box, or hold Up and press START for a random selection of characters for all boxes. Choosing the dragon logo is the same as choosing a character at random, but you won't know who the character is until his or her turn comes up during the fight. With a Sega Tap adapter, up to four players can participate.

Secret Cheat Menus

At the main menu, press A, C, Up, B, Up, B, A, Down. A new menu item called "Cheats" will appear. Choose it, and you'll get a secret menu with several new options. "Sound Test" lets you listen to all of the sound effects and music from the game, "Continues" allows you to change the number of credits in a one-player game (up to 95) and "Bio Screen" lets you see any character's biography simply by pressing the START button.

Also at the main menu, press B, A, Down, Left, A, Down, C, Right, Up, Down. Another new menu item called "Secrets" will appear. The "Timer" option allows you to change the speed of the game clock, or switch it off entirely. "Win Screen" lets you see the ending story of any character by pressing the START button, and "Kombat Zone" allows you to choose which stage you'll be playing in when you start the game.

Another cheat code that can be entered at the main menu is C, Right, A, Left, A, Up, C, Right, A, Left, A, Up, which gives you a "Killer Codes" menu. "Quick End" lets you perform fatalities, babalities, etc. with just one or two buttons, usually the last button (or combination of buttons) in the series when you perform the finishing move normally. (For example: the sequence for Jax's normal Friendship move ends with the LOW KICK button. If you set the "Quick End" option to "Friendships", you can do Jax's Friendship move by simply pressing the LOW KICK button once when the screen says "Finish Him!") The "Smoke" option gives you the ability to activate Smoke as a playable character without the hassle of entering the "Play as Smoke" code described above, and "Bosses" lets you choose Shao Kahn or Motaro as controllable characters—but only in two-player mode. "Play Hidden

Game" lets you sample the hidden shooter game which appears when the battle counter reaches 100 in the normal game; hold any button after you lose your last ship to see some statistics about your performance.

MUTANT LEAGUE FOOTBALL

Passwords

Darkstar Dragons: FMK3XYSL1Q

Deathskin Razors: 1CK111111H

Icebay Bashers: 2CK111111D

Killer Konvikts: HGK111111J

Midway Monsters: 3CK111111F

Misfit Demons: JH111111G

Psycho Slashers: GMK111111D

Rad Rockers: 5CK111111M

Road Warriors: BDK111111J

Screaming Evils: KKK111111L

Sixty Whiners: CBK111111J

Slaycity Slayers: LJK111111M

Terminator Trolz: MLK111111J

Turbo Techies: NMK111111Q

Vile Vulgars: 4CK111111L

War Slammers: DCK1111129

Kill the Referee

Press A, C, C as the team lines up.

MUTANT LEAGUE HOCKEY

Password

Play as the Lizard Kings against the Mutant Monsters in the Monster Cup Championship by entering 3BFL2XLBKRRSL.

Playoffs—Liars vs. Slayers:

PBXTTYPKSQP7B

Monster Cup Championship—Trolz vs. Bots:

GVSLBN3J884XG

Monster Cup Championship—Things vs. Slammers:

BCV6CMW7DNX8F

NBA JAM

Special Guest Players

To access hidden characters, enter your initials as follows.

Mark Turmell: Enter MJ, highlight T, hold START and press A.

Sal DiVita: Enter SA, highlight L, hold START and press C.

Jamie Rivett: Enter RJ, highlight R, hold START and press B.

Bill Clinton: Enter AR, highlight K, hold START and press A.

Al Gore: Enter NE, highlight T, hold START and press B.

Dan "Weasel" Feinstein: Enter SA, highlight X, hold START and press C.

Asif "Chow-Chow" Chaudhri: Enter CA, highlight R, hold START and press C.

Tom "Scruff" Rademacher: Enter RO, highlight D, hold START and press B.

Eric "Kabuki" Kuby: Enter QB, highlight "■" (the space character), hold START and press A.

Eric "Air Dog" Samulski: Enter AI, highlight R, hold START and press A.

Warren Moon: Enter UW, highlight "■" (the space character), hold START and press A.

George "P-Funk" Clinton: Enter DI, highlight S, hold START and press C.

Secret Power-Ups

Each of the following cheats should be performed at the pregame screen that says "Tonight's Match-Up."

Show Shot Percentage: Press A, then press and hold A, B and Down until the tip-off.

"Juice Mode": Press A 13 times, then press and hold B and C until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the B button 14 times.

Power-Up Defense: Press A five times.

Power-Up Turbo: Press A 13 times, then press and hold A, B and C until the tip-off.

Power-Up Fire: Press B seven times, then press and hold B, C and Up until the tip-off.

Power-Up Dunks: Rotate the D-pad 360° and press the B button 13 times.

NBA JAM TOURNAMENT EDITION

Secret Character Initial Codes

Suns Gorilla (team mascot): Highlight "G", press A; highlight "O", hold START and press B; highlight "R", hold START and press B.

Benny (team mascot): Highlight "B", hold START and press B; highlight "N", press A; highlight "Y", hold START and press C.

Hugo (team mascot): Highlight "H", press A; highlight "G", hold START and press C; highlight "O", hold START and press A.

Crunch (team mascot): Highlight "C", hold START and press A; highlight "R", hold START and press B; highlight "N", press A.

Bill Clinton: Highlight "C", hold START and press A; highlight "I", press A; highlight "C", hold START and press B.

Hilary Clinton: Highlight "H", press A; highlight "C", hold START and press B; highlight "■" (the space character), press A.

Prince Charles: Highlight "R", hold START and press B; highlight "O", hold START and press A; highlight "Y", press A.

Heavy D: Highlight "H", hold START and press A; highlight "V", press A; highlight "Y", hold START and press B.

Jazzy Jeff: Highlight "J", hold START and press C; highlight "A", hold START and press A; highlight "Z", hold START and press A.

Fresh Prince: Highlight "W", hold START and press C; highlight "I", hold START and press B; highlight "L", press A.

Larry Bird: Highlight "B", hold START and press A; highlight "R", hold START and press C; highlight "D", hold START and press A.

Frank Thomas: Highlight "S", hold START and press B; highlight "O", press A; highlight "X", hold START and press A.

Randall Cunningham: Highlight "P", press A; highlight "H", hold START and press A; highlight "I", hold START and press C.

Mike D: Highlight "M", hold START and press C; highlight "K", press A; highlight "D", hold START and press C.

AdRock: Highlight "A", press A; highlight "D", hold START and press C; highlight "R", hold START and press B.

MCA: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "A", press A.

Mark Turmell: Highlight "M", hold START and press A; highlight "J", press A; highlight "T", hold START and press A.

Jamie Rivett: Highlight "R", press A; highlight "J", hold START and press A; highlight "R", hold START and press C.

Sal DiVita: Highlight "S", hold START and press A; highlight "A", hold START and press C; highlight "L", press A.

Shawn Liptak: Highlight "S", press A; highlight "L", hold START and press B; highlight "■" (the space character), hold START and press B.

Tony Goskie: Highlight "T", hold START and press B; highlight "W", press A; highlight "G", hold START and press A.

John Carlton: Highlight "J", hold START and press C; highlight "M", hold START and press C; highlight "C", hold START and press B.

Jay Moon: Highlight "J", press A; highlight "A", hold START and press A; highlight "Y", hold START and press B.

Kirby: Highlight "C", hold START and press B; highlight "K", press A; highlight "■" (the space character), hold START and press C.

Snake: Highlight "G", hold START and press A; highlight "O", hold START and press C; highlight "F", hold START and press B.

Falcus: Highlight "J", hold START and press A; highlight "F", press A; highlight "■" (the space character), hold START and press C.

Muskett: Highlight "M", hold START and press B; highlight "C", hold START and press B; highlight "M", hold START and press C.

Hill: Highlight "N", hold START and press A; highlight "D", hold START and press B; highlight "H", hold START and press A.

Chow Chow: Highlight "A", press A; highlight "M", hold START and press A; highlight "X", hold START and press C.

Weasel: Highlight "R", hold START and press B; highlight "A", hold START and press A; highlight "Y", hold START and press C.

Brutah: Highlight "L", hold START and press A; highlight "G", hold START and press B; highlight "N", press A.

Kabuki: Highlight "D", press A; highlight "A", hold START and press B; highlight "N", hold START and press A.

Facime: Highlight "X", hold START and press B; highlight "Y", hold START and press B; highlight "Z", hold START and press A.

Blaze: Highlight "B", hold START and press C; highlight "L", press A; highlight "Z", hold START and press C.

Kid Silk: Highlight "K", press A; highlight "S", hold START and press B; highlight "K", hold START and press C.

Scooter Pie: Highlight "H", hold START and press A; highlight "T", press A; highlight "P", hold START and press C.

Moosekat: Highlight "M", hold START and press B; highlight "P", hold START and press C; highlight "F", press A.

Air Dog: Highlight "A", hold START and press C; highlight "I", press A; highlight "R", hold START and press B.

Secret Power-Ups

Each of these power-up codes should be performed at the "Tonight's Match-Up" screen just before the tip-off.

Display Shot Percentage: Up, Up, Down, Down, B

Quick Hands: Left, Left, Left, Left, A, Right

Max. Power: Right, Right, Left, Right, B, B, Right

Powerup Goaltending: Right, Up, Down, Right, Down, Up

Powerup Fire: Down, Right, Right, B, A, Left

Powerup Turbo: B, B, B, A, Down, Down, Up, Left

Powerup Offense: A, B, Up, A, B, Up, Down

Powerup 3-Pointers: Up, Down, Left, Right, Left, Down, Up

Powerup Dunks: Left, Right, A, B, B, A

Powerup Push: Down, Right, A, B, A, Right, Down

Push One Opponent and Both Fall: Up, Up, Up, Up, Left, Left, Left, Left, A, A

Push One Opponent and Only Teammate Falls: Up, Up, Up, Up, Left, Left, Left, Left, A, B

Teleport Pass: Up, Right, Right, Left, A, Down, Left, Left, Right, B

High Shots: Up, Down, Up, Down, Right, Up, A, A, A, Down

Speed Up: Up, Up, Up, Up, Left, Left, Left, Left, B, A

Slippery Court: A, A, A, A, Right, Right, Right, Right, Right

TIGER TOYZ

Every time you go into Toys 'R' Us or your local K-Mart, you're sure to see many electronic goodies from the



good folks at Tiger Electronics. *Tips & Tricks* checked out the latest batch of cool stuff...



Space Jam, the handheld LCD game.

Chris B. really liked Henry, which is similar to Simon but uses sound instead of just lights. He said that some of the voices sound like his old friend Deck from Chicago.



The Talk Boy is the infamous gadget from the *Home Alone* movies.

continued on page 56

**NBA LIVE '95****NBA Golf?**

Start an exhibition game and choose teams. Go to the player selection screen and push **Up** on the D-pad. The words "Player 1" will change to "Start New." Press **START** to get to the password screen. On the password screen type in "REFLOG." (That's GOLFERS spelled backwards.) You'll get a playable demo of a golf game.

NFL SPORTSTALK '93**San Francisco 49ers Passwords**

Week 2: 4W1DCB8BDD

Week 3: 4W1FBB8BDD

Week 4: 4W1GKB8BDD

Week 5: 4W1HTBB8BDD

Week 6: 4W1J7BB8BDD

Week 7: 4W1K7CB8BDD

Week 8: 4W1L7FB8BDD

Week 9: 4W1M7KB8BDD

Week 10: 4W1N7TB8BDD

Week 11: 4W1P77BB8BDD

Week 12: 4W1Q77CB8BDD

Week 13: RW1R77FB8BDD

Week 14: 4W1S77KB8BDD

Week 15: 4W1T77TB8BDD

Week 16: 4W1V777B8BDD

First Round Playoffs: 4W1V777B8BDD

NFC Championship: 4W1X777FDD

Super Bowl: 4W1Y777KDD

NHL '95**30-Second Periods**

When the Controller Configuration screen comes up, hold **A, C** and **START**, then release. The Scouting Report screen will come up, so press and hold **A, C** and **START** again. On the next screen, choose **Abort Game**. This will bring you back to the main menu. The Period Length will now say 30 seconds.

NHL HOCKEY**Skate Through the Crowd**

Start a two-player "teammates" game with penalties turned on. If your player is called by the referee as a fight instigator after a fight, steer away from the penalty box and start bumping into the boards; you should be able to skate up and into the audience.

OUTLANDER**Level Passwords**

Level 1: FYBY1QZFQ240Q0

Level 2: B9D020JCY8CZ8

Level 3: P69HOSK7YCKCX

Level 4: TZZY2159Q9YK80

OUTRUN**Cheat Menu**

At the first title screen, press **START**, then press the **A** button 11 times, press **B** three times and press **C** eight times. Now visit the Options menu; you'll see the words "Hyper Options" at the top of the screen and new "Stage Select" and "Mode Select" options at the bottom. The Mode number works as follows:

Mode 1: You can drive through your opponents' cars without collisions.

Mode 2: You can drive even after the timer runs out.

Mode 3: Combines the effects of Modes 1 and 2.

Mode 4: The programmers' debugging codes appear on the screen.

Mode 5: Combines the effects of Modes 1 and 4.

Mode 6: Combines the effects of Modes 2 and 4.

Mode 7: Combines the effects of Modes 1, 2 and 4.

Mode 8: ????

Mode 9: Combines the effects of Modes 1 and 8.

Mode 10: Combines the effects of Modes 2 and 8.

Mode 11: Combines the effects of Modes 1, 2 and 8.

Mode 12: Combines the effects of Modes 4 and 8.

Mode 13: Combines the effects of Modes 1, 4 and 8.

Mode 14: Combines the effects of Modes 2, 4 and 8.

Mode 15: Combines the effects of Modes 1, 2, 4 and 8.

OUTRUN 2019**Music Select**

Hold the **C** button and press **START** at the

"Stage Select" screen. This brings up a music menu with six techno tunes to choose from.

PAC-MAN 2: THE NEW ADVENTURES**Original Pac-Man and Pac Jr.**

Enter the code **PCMNORG** at the password screen to play the original Pac-Man.

Enter the code **PCJRDPW** at the password screen to play Pac Jr.

Sound Test

Enter **SO*NDTP**.

Pattern Test

Enter **P*TT*RN**.

Time Trial

Enter **TR**LMP** for the Time Trial.

(Note: * represents the Pac-Man symbol.)

PETE SAMPRAS TENNIS**New Options**

Choose **World Tour** and choose a player but do not enter your name. Now go to the password screen and enter the word "ZEPPELIN," then choose "End." Now the Game Options Menu has two new menu options: "Crazy" and "Huge Tour."

PGA TOUR GOLF II**Never Drop a Shot**

When you've got a birdie or better, save the game up to that point. If you drop a shot at the next hole, you can restart from the last hole and still have the shot.

PHELIOS**Nine Continues**

Get to the Chapter 1 screen, then press **C, A, B, A, C, A, B, A**.

THE PIRATES OF DARK WATER**Stage Passwords**

Enter the password "DSILLER" to start the game with the full sword. To skip stages, try these other passwords:

IITBDIA—Port of Citadel

NCOOKIE—Citadel to Port

RITAZIM—Port to Citadel

JESSICA—Citadel to Mountains

ALEXISK—Port to Mountains

SCOBYD—Mountains to Janda

STOYODA—Andorus to Bridge

TADSHIM—Bridge to Andorus (full sword)

ALARTUS—Andorus to Maelstrom

DARRINS—Bridge to Maelstrom (full sword)

MALCOLM—Maelstrom to Caverns (full sword)

PINK PANTHER IN**PINK GOES TO HOLLYWOOD****Top-Secret Cheats**

Hold **A** and **C** on Controller 1 and **B** on Controller 2, then turn the Genesis on. Start the game, then press **START** to pause. Press **A** on Controller 1 to refill your health meter, **B** on Controller 1 to become invincible or **C** on Controller 1 to bring up a stage-select menu.

PITFALL: THE MAYAN ADVENTURE**Stage Select**

At the title screen press **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A, Up** (That's BRAD RUB LAURA U). The stage select will appear above the words "Start," "Info," and "Options." Press **Up** or **Down** on the D-Pad to switch levels. Start the game.

Nine Lives

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**.

99 Weapons Power-Up

At the title screen, press **Right, A, Down, B, Right, A, B, Up, Down**.

Go to the ABC Simon Game

At the title screen, press **B, A, Down, C, Right, A, B (BAD CRAB)**.

Direct to 2600 Pitfall!

At the title screen, press **Down**, then press **A** 26 times and press **Down** again.

PITFALL: THE MAYAN ADVENTURE (32X)

Each of the following cheats must be entered at the title screen, after the flying boomerang appears.

Warp to 2600 Pitfall!—**Down, A** 26 times, **Down**.

Warp to Simon Game—**B, A, Down, C, Right, A, B**.

Stage Select—**C, A, C, A, Down, Up, Down, Left, Down, Up, Up**.

Infinite Continues—**C, C, C, C, Left, A, Down, Up, Down**.

Full Weapons—**A, B, Up, C, A, C, A**.

Nine Lives—**Right, A, Down, B, Right, A, B, Up, Down**.

Super Speed—**B, A, Right, C, Right, Up, Down**.

See Credits—**C, Right, Down, C, Right, Down, C, Right, Down**.

POWER MONGER**Conquest Password**

Select the "Restore Conquest" option and enter the password 2MNOA2WSD. Now select the "Continue Conquest" option and you'll find every one of the 195 territories on the map can be selected.

RADICAL REX**Stage Select**

At the Title Screen, enter **A, C, Down, Right, Up, B** on Controller 2.

RBI '94**Tengen Team**

Enter THECHALLENGE at the password menu to play against the people who designed the game. If you beat the Tengen team, you'll play against the Dream Team.

RED ZONE**Mission Passwords**

Mission 1: ACCCBABAB

Mission 2: ABACBCBABA

Mission 3: ACCCBABBCA

Mission 4: ABACBCBACC

Mission 5: BAAABBBCCBB

Mission 6: ABBABCAABCA

Mission 7: BAAABBCAAAA

Mission 8: ABBABCAACAC

Mission Passwords + Invincibility

Mission 1: BAABAACBCBA

Mission 2: ABBBABCBCB

Mission 3: BAABAACBCBA

Mission 4: ABBBABCBCB

Mission 5: BAACAABAACA

Mission 6: ABBCAACACCC

Mission 7: BAACAABAABA

Mission 8: ABBCAACACBC

Secret Asteroids Game

Enter the password ABCACACBCAC. If both controllers are hooked up when you enter the code, the game will be in two-player mode.

RINGS OF POWER**Nude Code**

Hold **A, B, C, START**, and point the D-pad into the **Down/Right** position all on Controller 2 while the Genesis is still off, then turn on the machine to see a different title sequence.

RISTAR**Cheat Passwords**

Enter the following passwords for different effects:

MUSEUM—Boss Rush Mode

DOFEEL—Practice Bonus Rounds

ILOVEU—Stage Select

SUPER—"Super" difficulty level appears at the option screen

MAGURO—Adds a freaky new option to the sound test menu

XXXXXX—Cancel all passwords

ROAD RASH II**First Place Passwords****Level One**

00D8 110N: ALASKA / \$2,000

00DH 101B: HAWAII / \$3,000

035P 1130: TENNESSEE / \$4,000

02J0 117G: ARIZONA / \$5,000

02U9 10F5: VERMONT / \$6,000

Level Two

05BH Q10S: ALASKA / \$3,250

038B 1MIV: HAWAII / \$5,250

041Q AN33: TENNESSEE / \$7,250

05RB 2N73: ARIZONA / \$9,250

06IR QMFC: VERMONT / \$11,250

Level Three

08DA 3NOP: ALASKA / \$4,500

0AUB 3M1D: HAWAII / \$8,500

06A4 3C30: TENNESSEE / \$12,500

08T4 RD7M: ARIZONA / \$16,500

0DE5 RCF8: VERMONT / \$20,500

Level Four

0G04 KC0K: ALASKA / \$11,500

09ET C918: HAWAII / \$17,500

0DQD 4932: TENNESSEE / \$23,500

0J4T 4976: ARIZONA / \$29,500

0NGD 49FE: VERMONT / \$35,500

Level Five

0QQT 590V: ALASKA / \$18,500

0FGL 5J13: HAWAII / \$28,500

0M44 5J3L: TENNESSEE / \$38,500

01UK 5170: ARIZONA / \$48,500

25U5 5JFD: VERMONT / \$58,500

Secret Bike

At the title screen, hold **Up+A+C** and press **START**. Now you can choose the secret bike, the Wild Thing 2000.

Start with any Bike

Choose a two-player head-to-head game and a bike from the shop. Go back to Game Select and choose the two-player "Take Turns" mode. Then pick a one-player game and hit **START**. Now you can choose any bike from the shop.

ROBOCOP VS. THE TERMINATOR**MA-17 Code**

Press **C, B, A, B, B, A, B, B, C, B, B, C, B, B, C, B, C, A, C, C, A, A, A, B, B, B, A, C, A** while paused. Now the game includes lady killers, skeletons afire and a new "Game Over" message.

54 Lives

Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused. You'll find a secret level and earn 54 lives.

Weapons Select

Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused. Next, start the game again and hold **Down+A+B+C** to choose different weapons.

"TurboCop" Mode

Press **A, B, C, C, B, A, C, B, A, C, B, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused. Now you can do mega-jumps and rip through the levels as "TurboCop."

Immortality Level

Once you've entered the "TurboCop" code, start the "Trainer" level and move RoboCop all the way to the left. Hold **Up** and press **C** to jump. You'll get a message from the game's designer's that you have found the "Immortality Level."

Drop Through the Floor

Pause the game and press **A, B, C, C, B, A**. Hold **Down** on the D-pad and press **C** to drop down to the next level.

SHAQ FU**Choose Any Character in Story Mode**

At the Options screen, choose the fighter you wish to control in Story mode by picking a number in the Music Test as follows: 1=Mephis, 2=Sett, 3=Nezu, 4=Kaori, 5=Beast, 6=Auroch, 7=Voodoo, 8=Colonel, 9=Diesel, 10=Leotsu, 11=Rajah, 12=Shaq. Then, while still at the Options screen, quickly press **Up, Down, B, Left, Right, B**. The screen will flash to confirm the code. Now start the Story mode; the intermissions still show Shaq, but when the game starts you'll get the fighter you chose.

Blood Code

At the Options screen, quickly press **A, B, C, C, B, A**. The screen will flash; now there's blood in the game.

SHINING FORCE II**Configuration Mode**

As the Sega logo starts to appear, quickly press **Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, B**. If you want to use the cheat with a game that's saved in the cartridge's battery-backed memory, choose the "CONT" option and choose your name. After the old witch repeats your name and says, "...yes! I knew it!" hold the **START** button and press **A, B** or **C**. If you'll be using the cheat with a new game, choose "START" and enter your name. When the witch asks, "Nice name, huh?" hold **START** and press **A, B** or **C** to get four new configuration options:

• **Special Turbo:** Answer "Yes" to speed up the game's menus and picture windows.

• **Control Opponent:** Say "Yes" and you'll be able to control your enemies during the game's combat sequences.

• **Auto Battle:** The opposite of "Control Opponent," this option speeds up and simplifies combat by allowing the computer to control your players during battle.

• **Game Completed:** This option will modify your adventure as if you've already beaten the game once.

SHINOBI III: RETURN OF THE NINJA MASTER**Infinite Shuriken**

Visit the "Options" menu and change the



"S.E." (sound effect) setting to "Shurikin" [sic]. Next, move up to the "Shurikins" [sic] setting and change it to read "00". Wait a few seconds, and the double-zero will turn into an infinity symbol.

Invincibility Code

Choose "Options" from the title screen and highlight the "Music" option. Choose the tune called "HE RUNS" and press B to listen to it, then play "JAPONESQUE," "SHINOBI WALK," "SAKURA" and "GETUFU" the same way. If you pressed B at each song and played them in the correct order, you should have heard a brief tone when you hit B at the last tune; the invincibility code is in place.

SKITCHIN'

Hidden Warp

To get the "Warp Bonus" on the "Race Stats" screen, look for fallen speed limit signs. If there is a billboard right behind the fallen sign, skate over to the billboard and jump into it to warp to a different stage.

SONIC THE HEDGEHOG

Stage Select

At the title screen, press Up, Down, Left, Right. You'll hear a chime. Now hold the A button and press START to get the stage-select menu.

Suicidal Demo

At the game play demo, press and hold A, B and C. Sonic will run into things and die.

1-Up Loop

In Level 1-2, get the 1-Up on top of the loop-de-loop, then get the invincible stars and jump over the lamp post. For an additional 1-Up, collect over 100 rings; then throw yourself onto the spikes and repeat until you have lots of lives.

SONIC THE HEDGEHOG 2

Stage Select

At the "Sound Test" menu, listen to sounds 19, 65, 9 and 17. Next, hold A and press START at the title screen.

Chaos Emeralds Cheat

At the stage-select menu (see above), highlight "Sound Test" and listen to sounds 4, 1, 2 and 6 to give you all of the Chaos Emeralds. Now you can grab 50 rings and jump to change into Super Sonic.

SONIC THE HEDGEHOG 3

Sound Test, Debug, Slo-Mo, Shaded Sonic

To access Sonic's stage select, punch in the code Up, Up, Down, Down, Up, Up, Up, Up when the blurry Sonic cartoon comes up right before the title screen. A chime will sound, but you really have to listen for it because the music at this part of the game is super loud. To be sure that you've done it right, scroll down the menu at the title screen and you will find a new menu item called "Sound Test." Enter "Sound Test" and you'll find a list of Sonic's levels. The list even includes the names of zones that were taken out of the game before it was released. You can't play these stages, but you can hear the music from them with the Sound Test option.

To reach the debug feature that allows you to cruise through all parts of the level, highlight one of the working Sonic 3 levels at the stage-select menu, hold the A button and press START. While you're in the game, use the B button to access the Debug feature. Hit A to scroll through all of the Debug items and C to place them.

SONIC & KNUCKLES

Secret Bonus Levels

Plug any Genesis cartridge into the top of Sonic & Knuckles. If the screen says "No Way! No Way?", press A+B+C to access randomly-generated sphere bonus levels.

SPACE HARRIER (32X)

Arcade Mode

When the Sega logo appears, hold A+C and hit START on Controller 2. You'll hear a voice say, "Get ready!" and the words "Insert Coins" will appear at the title screen instead of "Press Start". Now you're in Arcade Mode, which allows you to use your continues to keep the game going instead of returning to the title screen and starting at the beginning of the last "checkpoint" stage. Note that you can't access the option menu in Arcade Mode; if you need to do so, just set the options first, then wait for the demo to return to the Sega logo before entering the code.

SPIDER-MAN (VS. THE KINGPIN)

Cheat Code

At the options screen, put Spidey next to the "Level" option, press and hold START on Controller 2, then press and hold A, B and C on Controller 1. While holding those buttons down, point the D-pad on Controller 1 Up, then diagonally in the Up/Right position. You'll see three exclamation points next to the difficulty level. Now start the game; when you want to cheat, press START to pause, then press A to refill your web fluid, B to refill your health meter, C for five seconds of invincibility or A+B+C to warp to the end of the current stage.

SPIDER-MAN: WEB OF FIRE (32X)

Cheat Mode

Note: You must have a six-button controller to use these cheats. While the Sega logo is on the screen, press Up, Right, Left, A, Z, Y. You'll hear the sound of breaking glass to confirm the code. Now you can access a stage-select/sound test menu at any time by pressing the X button. Press Y during gameplay to freeze the screen and see the programmers' debugging coordinates, or press Z during the game to max out your energy, web fluid, lives and Daredevil symbols.

STAR WARS ARCADE (32X)

Suspend Time

Pause the game and press Down, B, B, Up, Right, Left.

Reset Timer

Pause the game and press Left, Down, A, C, Down, Up.

Sound Test

Pause the game and press Up, Right, Left, A, Down, C.

Note: You can't do these cheats without a six-button controller because, in three-button mode, the game has no pause feature.

STEEL EMPIRE

Stage Select

Go to the Options menu and highlight "Sound Test." Press A to listen to the sounds in this order: Sound 1, Sound 1, Sound 9, Sound 2. A round select option will appear at the bottom of the screen.

100 Ships

Go to the Options menu and set up the options as follows: Difficulty—Hard, Ships—2, Continues—1. Now move to the Sound Test, select Sound 65 and press A. You won't hear

any sound, but when you start the game you'll have 99 ships in reserve.

Weapon Power-Up

Set up the options as follows: Difficulty—Hard, Ships—3, Continues—2. Now move to the Sound Test, select Sound 77 and press A. You won't hear any sound, but when you start the game you can gain Level 20 firepower by pressing B on Controller 2 while the game is in progress.

99 Bombs

At the ship select screen—the one that lets you choose between the biplane and the zepelin—press C, A, C, A, START, B on Controller 2. Now you'll start the game with 99 bombs in reserve.

STREET FIGHTER II

SPECIAL CHAMPION EDITION

Six and Three-Button Cheats

SIX-BUTTON CODE: Down, Z, Up, X, A, Y, B, C
THREE-BUTTON CODE: Down, C, Up, A, A, B, B, C

Use these codes while the "CAPCOM" logo is appearing to enable special moves only, when the building is fading out to get "Hyper" speed in "Champion" mode or at the "Battle Mode Select" screen (on Controller 2) to allow both players to choose the same character in Battle Mode.

STREETS OF RAGE 2

Play Same Character

At the title screen, press and hold Right and B on Controller 1, press and hold Left and A on Controller Two, then continue to hold those buttons while you press C on Controller Two. Choose the "2 Players" game and you'll find that both players can pick the same character.

SUNSET RIDERS

99 Continues

Choose "OPTIONS" from the title screen and set the "SOUND" to "0E", then press A to listen to the sound. Next, choose "EXIT" to return to the title screen and start the game. At the "SELECT YOUR PLAYER" screen, pick a character and press A; then, when your character looks up, quickly press the A, B and C buttons at the same time and release them. You'll start the game with 99 credits in reserve.

SUPER VOLLEYBALL

Passwords

The following codes are for the U.S.A. team and will lead you to the championship match against Russia.

China: HLXLA

Japan: RLVLK

Italy: RMXRU

France: RUFOR

Holland: RSAAV

Brazil: RQVAZ

Russia: RP.VE

SYLVESTER AND TWEETY IN CAGEY CAPERS

Looney Cheats

Each of these commands should be performed at the Stage Prop screen, which appears when you press START during the game.

• Extra Time—Press START to pause, then press Up, A, B, C, C, A, Up, C, C, C, Up. The clock will be reset to zero.

• Extra Energy—Press START to pause, then press A, A, A, B, B, A, B, C. Sylvester's health will be restored.

• Extra Points—Press START to pause, then press C, C, C, C, B, C, A, A, C, B, A to increase

your score by 10,000.

• Extra Continues—Press START to pause, then press Right, Left, A, A, B, Up, C, A, B, B, C to add an extra continue to your reserve. Repeat whenever necessary to keep your continues maxed out.

• Invincibility—Press START to pause, then press B, B, Up, A, Left, Right, Down, Right, B, B, C for temporary invincibility.

• Skip Train Level—In the game's third level, "Mayhem Express," you can pause the game and press C, C, B, C, A, B, C, A, B, C, Down and unpause to skip to the next stage.

• See End Credits—To skip to the end of the game and see the credits, press START to pause and press Down, Right, A, B, B, B, C, C, B, A, A.

T2: THE ARCADE GAME

Level Select

At the title screen, press Up, Down, Left, Right, Up, Down, Left, and Right. You'll hear "excellent." When you start to play, press START to pause the game, then simultaneously press B and C to skip that stage.

Unlimited Firepower

Use a rapid-fire controller to fire the gun and you'll have unlimited firepower because the gun never overheats. If you don't have a rapid-fire controller, just tap the button rapidly.

TAZ IN ESCAPE FROM MARS

Cheat Menu

When the Sega logo appears, press and hold A+B on Controller 1 and B+C on Controller 2. When the game starts, press START to pause. Hit any button and the cheat menu will appear.

TAZ-MANIA

Super Cheats

At the title screen, hold A, B and C on both controllers while pressing START on controller one. You should hear a chime. Next, start the game. Press A while the game is paused, and your health meter will be refilled when you unpause. Pressing B while the game is paused gives you partial invincibility. Press C while paused to see the number of the current stage, which can be changed by pressing Left or Right on the control pad. Change to a different stage number, and you'll be warped directly to that stage when you press the START button.

TEENAGE MUTANT NINJA TURTLES

TOURNAMENT FIGHTERS

Ultra Desperation Attacks

When your character's energy is low enough that your life bar starts flashing, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.

Leonardo: ←→↓↘+C

Michaelangelo: →←↓↘+C

Donatello: →←↓↘+C

Raphael: ←→↓↘+C

Casey Jones: →←→+C (in close)

Ray Fillet: ←→↓↘+C

April O'Neil: ←↘↓↘+C (in close)

Sisyphus: ←→↓↘+C

THUNDER FORCE III

All Weapons

During play, press START to pause, then press



Among the most popular Tiger toys are the portable versions of everyone's favorite game shows *Wheel of Fortune* and *Jeopardy*. These allow multiple players so you can live the game at home except for the fact that

Pat Sajak, Vanna and Alex Trebek are coming nowhere near your house.



The Watch version of the Talk Boy (right) is actually very cool, with recording features and time display.



Lovely lady Sandra Chang models the R-Zone game system with *Indy 500* car-tridge; incredibly, this is the only home version of Sega's arcade racing hit. Check 'em out!





Up ten times, B once, D twice and finally, press B once. This sequence will give you all the weapons. Press A for the claw, and then START to unpause the game.

TINY TOON ADVENTURES BUSTER'S HIDDEN TREASURE

Passwords
Level 5: MMBK DLLL DLBG LLDD LDTG
Level 6: HUBB DDDD DDBK DLLL LDTN
Level 7: UBBB DLLL LDBB LLLL LDDQ
Level 8: YBBB MDLL LLBB DLLL LDMQ
Level 10: ZBBB TGLD LDBB TLDL LLNG
Level 11: PBBB TKLD DLBB TGDL DLNV
Level 12: YBBB TZDD DLBB TKDD LDNT
Level 13: QHBB TZGL LLBB TZDL LDZM
Level 14: MHBB TZKD LDBB TZGD LLTM
Level 16: ZBBB TZBG DDBB TZBD DLRR
Level 17: PRBB TZBK DLBB TZBG DDRZ
Level 18: YRBB TZBB DDBB TZBK LLRG
Level 19: ZRBB TZBQ DLBB TZBB DLRX
Level 20: ZHBB TZBQ GDBB TZBW DLHY
Level 21: VNBB TZBQ KLBB TZBQ GLJY
Level 22: KJBB TZBW ZLBB TZBW KLMM
Level 23: XJBB TZBW ZGBB TZBW ZLTB
Level 24: JJBB TZBW ZGBB TZBW ZLTB

TOMMY LASORDA BASEBALL

Erase Third Strike
If you strike out, quickly pause the game before the pitcher gets the ball back from the catcher; you may have to press START several times before you get it to register. Now press C to restart the game, and you'll see that the same batter is still at the plate with just two strikes, as if the strikeout had never happened.

TOUGHMAN CONTEST

Each of the following codes should be entered at the password screen. If you've entered the code correctly, the name of the cheat will show up at the game set-up menu.
Director's Cut
Enter the password RUBE. Start the game. Fighter 2 is headless and bleeding.
Stealth Mode
Enter the password FQSTER. Start the game. Fighter 2 is the Noob Saibot of *Toughman Boxing*.

To the Death Mode

Enter the password ZLT. Start the game. Time is infinite. The first fighter to get three knock-downs wins.

Caffeinated Mode

Enter the password HYPER. The game is played at double speed.

Iron Man Mode

Enter the password MAXX. Fighter 1 takes no damage. Use this to try to finish the game, but remember that the CPU can still beat you on points, so you are not guaranteed victory.

All The Moves

Enter the password MRBUCKEYE. Start the game. You can throw all of the power punches no matter what fighter configuration you set up.

Little Napoleon

Enter the password WEASEL. Fighter 2 will be drawn 32 pixels shorter than normal. Don't try for the temples because you can only hit him with body shots.

Whoop Ass Mode

Enter the password SUPERG. Start the game. The CPU difficulty is as high as you can get. The CPU will probably beat you.

Nuclear Waste Man

Enter the password NUCLEAR. Start the game. Your opponent is glowing with nuclear waste.

TOY STORY

Invincibility

Complete the game's first stage; then, at the start of the second stage ("Red Alert!") you must collect the three stars above the toybox. Now move to the right and collect four more stars for a total of seven; if you accidentally grab more than seven, the cheat won't work. Once you've collected seven stars, jump into the toybox and hold Down on the D-pad for six seconds. You'll see Woody's health star begin to spin around, indicating that you are now invincible for the rest of the game.

Stage Skip

At the start of the game, wait for the *Toy Story* title screen that shows Woody glaring at Buzz Lightyear while the words "PRESS START" are flashing, then spell the word "abracadabra" on the control pad by pressing

A, B, Right, A, C, A, Down, A, B, Right, A. You'll hear Woody yell, "Hot! Hot! Hot!" to confirm the code. Now start the game; when you want to skip a stage, just hit START and press A while the game is paused to warp immediately to the end.

TYRANTS

Hidden Sinistar Game

To play a hidden game that's based on the classic Williams shoot-'em-up, *Sinistar*, choose "LOAD/SAVE" from the "OPTIONS" menu and enter "JOOLS" as your password. Use the B button to shoot at your enemies and use the C button to fire the Sinibombs.

URBAN STRIKE

Passwords

Baja Oil Rigs: CNHLGBR4NBF
Inside Main Oil Rig: ZLGBWD3PFZD
Mexico: BWDR6MJYNM
San Francisco: NDR63P7VZLT
Alcatraz: H63PMJT4SYL
New York: LPMJ7V5XFZR
Las Vegas: GJVT4FKYNNM
Casino: BV745XYCZLT

Vegas Underground: WR63PMT4SYL

Special Passwords

To begin the game with 10 lives and no co-pilots missing, enter the password YCZ9NHLGBT7.

To begin the game in Mexico with 16 lives, enter the password 9G6T9BR653V.

VALIS

Sound Test

At the title screen, simultaneously press and hold A, B and C, then press START. When the music selection screen appears, use any button to change the music.

VALIS 3

View Cinema Displays

At the title screen, hold A, C, Up and Left, then press START.

Stage Select

At the title screen, hold Up, A, B and C, then press and hold START. When a black screen appears, release the buttons and the stage select menu will show up.

VECTORMAN

Hidden Game + Level Warps

When the Sega logo appears at start-up, notice that you can move Vectorman around the screen with Controller 1. To find a hidden game, move Vectorman under the Sega logo and shoot straight up at it exactly 24 times. Next, make Vectorman jump up and hit his head on the logo exactly 12 times. You'll see the words "Get Ready" on the screen, then the letters "S", "E", "G" and "A" will begin to fall from the sky; 120 of them, to be exact. If you catch between 90 and 109 letters, you'll be able to start the game at Day 5; if you can catch 110 letters or more, you'll warp to Day 10.

Blow Up Sega

Also at the Sega logo screen, stand on the ground just slightly to the right of the logo and fire your weapon straight up into the air. There's a TV set hidden just off the screen; if you blow it up, it will reveal an Orb power-up. (You'll have to jump up from the logo to grab it.) If you detonate the Orb, the Sega logo will go dark and the background will stop moving.

Cheat Codes

Vectorman has tons of cheats that can be activated during the game with the following sequence: Press START to pause, enter the code, then press START to unpause. Try the following codes while the game is paused for different effects:
ABRACADABRA (A, B, Right, A, C, A, Down, A, B, Right, A)—Refill your energy counter at any time.

BALL or BALD (B, A, Left, Left or B, A, Left, Down)—See the programmers' debugging coordinates.

ABACABB (A, B, A, C, A, B, B)—Five dots will appear around Vectorman and follow him wherever he goes.

DRACULA (Down, Right, A, C, Up, Left, A)—When you get hit, the game will slow down in order to help you to recover safely.

CALL A CAB (C, A, Left, Left, A, C, A, B)—Vectorman turns into a small arrow. This works like a level warp; you can move the arrow anywhere in the current level without taking

any damage, so use it to skip the tougher parts of the game. You can't shoot TVs or collect power-ups while you're an arrow, but you can destroy many enemies just by touching them. When you want to change back into Vectorman, just pause and enter the CALL A CAB code again.

Super Cheat Menu

At the Options menu, press A, B, B, A, Down, A, B, B, A. You'll be taken to a top-secret cheat menu that allows you to adjust your health meter and start at any stage with any weapon.

VIRTUA RACING

Backwards Tracks

Hold A, B, and Up when the Sega logo comes on the screen, then press and hold START until the demo screen comes on. Let go of all the buttons and press the START button again to get to the "Mode Select" screen, where you'll find a new option that shows the words "Virtua Racing" in reverse.

WIZ 'N' LIZ

Cheat Passwords

To fight against any of the screen-filling monster bosses in *Wiz 'n' Liz*, enter the password TCDT GBBS. Other interesting passwords include BBBB BBBB, TTTT TTTT, CBSK LGQD and MQHS PKDN. The password MGTP GLLS will take you to the last round of the final level.

Open Shop/Star Bonus

To start the game with the shop open and 100 stars to spend, simply hold the START button and press C while entering the last letter of any valid password.

Shop Discounts

When entering the shop to buy fruits or vegetables, hold START and press C while the word "BUY" is highlighted. You'll find that the cost of all items has been cut in half.

Bonus Round Cheat

When you've completed the first round of any land with more than one round in it, wait for the words "PUSH START BUTTON!" and "YEAH!" to flash on the screen. Hold A and C and press START to begin the second round, and all of the "BONUS" letters will light up, allowing you to enter the bonus round after you've completed that land. (Note: This trick doesn't work on every level.)

Time Ball Release

Hold Up and press A to release the time ball during the game. You can only use this once per round, and if you do it too often, it gets harder to find each time.

New Difficulty Level

When the Sega logo comes up on the screen, hold the A, B and C buttons down and press the START button twice. You'll hear a voice shout "Yeah!" Now go to the options screen to find a new "Super Wizard" difficulty level.

WOLVERINE: ADAMANTIUM RAGE

Passwords

Level 2: MARIKO
Level 3: SILVER FOX
Level 4: DEPARTMENT H
Level 5: MADRIPOOR
Level 6: ASANO
Level 7: THE HUDSONS

WWF RAW (32X)

Secret Character

While the character-select menu is on the screen, press and hold Down on the D-pad, then press the A and B buttons simultaneously. You'll hear a whistle blow. Now move left or right to find the secret wrestler between Owen Hart and Luna Vachon; it's Kwang, a masked grappler in the tradition of the great Mexican wrestler El Santo.

XBAND GAME MODEM

Hidden Maze Game

Press Up, Up, Down when you're about to dial the phone (where the screen says, "Are you sure you want to register with XBAND?") You'll play a secret maze game while you're waiting to connect. To play the game for a longer time, press Down, Down, Left, Left, Right, C at the main XBAND menu (Challenge/Player List/Mailbox etc.)

Change Text

To change the way the text moves on XBAND menus, enter one of the following codes at the player-select screen:

Expand and contract—Up, Down, Up, Up,

Down, Left, Up

Earthquake effect—Right, Left, Right, Right, Up, Right, Left

Restore default "wave" motion—Left, Right, Left, Left, Up, Left, Right

Sound Test

Press Up, Up, Up, Left, Right, Left, Right, Up at the main XBAND menu.

Hidden "Fish Pong" Game

Press Up, Up, Up, Up, Right, B at the main XBAND menu.

X-MEN

Stage Select and Other Cheats

Disconnect Controller 2 from your Genesis before you turn the power on. At the title screen, press and hold A, C, and Down on the D-pad and hit START. Next, when Magneto's face is on the screen, disconnect Controller 1, plug it into the Controller 2 socket and hit START. Disconnect the controller again and plug it into the Controller 1 socket; hit START to choose a difficulty level and complete the code. Now choose a character and walk to the right. You'll see eight panels on the wall; each panel represents a starting stage. Crouch down in front of a panel and press the C button to warp directly to the corresponding stage. With this code in place, you can refill your Health and Mutant Ability meters at any time simply by pressing START to pause the game. You can also summon Rogue, Archangel, Iceman or Storm as many times as you want to.

Mojo's Crunch Tip

If you're stuck trying to figure out how to "reset the computer" in this tricky level, you have to press the RESET button on your Genesis. When you hit RESET, the screen fills up with binary code, the computer resets (but not your Genesis), and you get to play the final level.

X-MEN 2: CLONE WARS

99 Lives

During the game, press START to pause. Then press Down+C, Up, Left, Up, Right, Right, C. When you reach the Cerebro screen at the end of the stage, you'll see that you have 99 lives.

Level Skip

Pause the game and press Left + C. Then press Up, Up, Left, Down, Down, then simultaneously press Right and C.

New Character

Enter the Level Skip code (above). Pause the game, then simultaneously press Right and C. Pause the game and simultaneously press Left and C.

Invincibility

Pause the game. Simultaneously press Up and B. Press Up, Right, Down, Up, Right, Down, Down, Up, B. Unpause the game and pause it again. Simultaneously press Up and B again.

ZOO

Note: Each of the following cheats should be done during the game by pressing the START button to pause, then continue to hold START while pressing the rest of the buttons in the code.

One Extra Life

Hold START, then press Down, Up, Left, Left, A, Right, Down. Repeat the code whenever necessary.

Level Select

Hold START, then press C, Right, A, B, B, A, Left, Left, A, Down. Now you can change the first two digits of the on-screen timer to the number of the World and Level you want to warp to. Press Up or Down to change the World and Left or Right to change the Level. When you're ready to warp, hold A, B and C. You'll return to the title screen where you'll start at level you chose.

Super Time & Energy Bonus

Hold START and hit Right, A, Down, A, Right, B, Left, Up, Right. You'll get 240 energy bars. The timer gets set to 999.

Extra Time & Energy

Hold START and press B, A, Right, Right, A, C, Up, Down, A. You'll get 30 extra seconds on the timer and six energy bars.

Brightness

Hold START and press Down, Up, Left, Left. This makes the dimmed "PAUSE" screen brighter.



3D LEMMINGS

Stage Select

To start at any stage in *3D Lemmings*, choose "Codes" from the main menu and enter the password "LAMPWICK". Highlight "End" and press X; the message "Password Correct" will appear. Now choose a difficulty level and select "Play"; a stage-select menu will appear that allows you to start at any point in the game.

Watch Movies

To see any of the game's full-motion video scenes, choose "Codes" from the main menu and enter one of the following passwords: SPACEAAA—Space movie
EGYPTAAA—Egyptian movie
ARMYAAAA—Army movie
MAZEAAAA—Ending sequence
When you highlight "End" and press X, the scene you selected will appear.

ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press L2 + R2 + □ + X simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

AGILE WARRIOR F-111X

Invincibility

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, □.

Maximum Fuel and Armor

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, ○.

All Weapons=999

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, R1, R1, R1, R1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

Toggle Minimum Speed

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, X. Now your minimum speed is zero; hold L1 to hover.

Hidden Camera Angles

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, Up, Down, Left, Right. Enter this code repeatedly for new views.

Mission Complete

Pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, △, △, △, Down, Down, Down.

"Dancer" Cheat

If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press Left, □, □, □, Up, △, △, △, Right, ○, Down, X, Down, X, Down, X, Down, X, Down, X. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.

Play Your Own CD

During the game, press the OPEN button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the L and R buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen

Hold the R1 and ○ buttons at any point in the game when the standard "bird logo" loading

screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.

Hidden Game

When the secret CD loading menu appears as described above, quickly press Up, Left, Down, Right. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the L2 and R2 (or Left and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the R1 button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.

999,999,000 Credits

At the special CD loading menu, quickly press Down, ○, △, △, △, ○, △, ○, △, then press ○+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.

Different-Colored Ships (1P Mode)

At the CD loading menu, press Up, Down, Left, Right, Up, Down, Left, Right, R1—continue to hold the R1 button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.

Different-Colored Ships (2P Mode)

At the CD loading menu, quickly press Left, Right, Left, Right, Down, Up, Down, Up, ○, ○, △, △, △—continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.

Extra Wingmen

At the CD loading menu, hold the R1 button and press START 10 times (continue to hold START after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "GOLVL" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "GOLVL34".) Highlight "Accept" and press the X button; you'll see the words "Cheats Activated" on the screen. Now quit to the title screen and select "Start Game" to start at the level you chose. If you enter the password "GOLVL35", you'll see the video sequence from the end of the game.

Cheat Mode

Enter the password "1G0TP1NK8C1DB00T50N", highlight "Accept" and press the X button;

you'll see the words "Cheats Activated" on the screen. Now quit to the main menu, where you'll find a new option called "Cheats"; this allows you to become invincible or start on any stage.

ASSAULT RIGS

Access All Weapons

During the game, quickly press Left, Right, Left, Left, Right, Left, Right, Up, Down, Up, Up, Down, Up, Down, Down. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press Left, X, Left, X, Left, Left, X, Right, X, Right, X, X. A message will appear on the screen that says, "Invincible! Yes indeedy!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

Level Codes

1. Welcome—□○□○□○□○
2. Next Gen—□X□X□X
3. This Way—△□□□□□
4. JoyJoy—△□△□△□
5. Noddy—□△△△X△
6. Wastelands—△□□□X□
7. Vertigo—X□□□□□
8. Gem Tower—△□□X△△
9. Bridge—□△□X△X
10. Obliterate—△□□X□□
11. Arena—△△X△□□
12. PBM—□□□△△□
13. Ramps—△□□X△□
14. Oasis—△△X□□X
15. Halls—□X△△△△
16. Coaster—□□□□□□
17. Mine—△△△□□□
18. Look-Up—□□□X△△
19. Deadline—X□X△□□
20. Fort—X□X△△□
21. Stairway—△□△△△△
22. Park A Lot—△□□□□□
23. ZamCam—□X△X△△
24. Shootme—△□□△△△
25. Wild—△□□□□□
26. Oil Rig—□□□X□X
27. Rightway—X□□△△□
28. Waste2—□□□□□□
29. Dodge—△□□X□□
30. Air—□□X□□□
31. Jump—□□□X□□
32. Room 101—△□X□□X
33. Firepower—X△X△X△
34. Wave—X□□□□□
35. Push Off—□X△X△△
36. Perimeter—X△X△X△
37. Spiral—X△X△X△
38. The Castle—□△△△X△
39. Fortress—□X△X△△
40. Lifts Ahoy—△X△□□X
41. Push Me—□X△□□□

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs

During a game of *Double Header*, press the START button to pause, then grab Controller 2 and press △, □, X, ○, ○, ○. You'll hear a piano sound. Next, press the L1 button (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even a bunt. To disable the cheat, enter the code again; when you press L1, you'll hear the word, "Safe!"

Skip Innings

To advance through a game quicker, press the START button to pause, then press △, □, X, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the X button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press X on Controller 2 to change the inning number, then press START to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.

Computer Control

To give the computer control over your team, pause the game and press △, □, X, ○, ○, ○ on Controller 2. After you hear the piano sound, press the L2 button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

BATTLE ARENA TOSHINDEN

Boss Codes

To play as Gaia:

Turn the game on and wait for the title screen to appear. While the words "1P GAME," "VS HUMAN," "VS COMPUTER" and "OPTIONS" are flying in from both sides of the screen, quickly press ↓←→ before all of the text appears. You'll hear "Fight!" and the small text on the title screen will change from blue to pink. (If you don't get it to register the first time, you must wait for the demo to begin or start a game and cancel to return to the title screen; the code won't work if you're returning to the title screen from the Options menu.) At the fighter-select screen, highlight Eiji, hold Up on the D-pad and press any action button.

To play as Sho:

First enter the Gaia code. Next, wait for the title screen to appear again as described above. This time, while the words are flying into the screen, press →←→ on Controller 2; you'll hear "Fight!" again and the text will change from pink to a greenish color. With that code in place, start a game. At the fighter-select screen, highlight Kayin, hold Down on the D-pad and press any action button.

To choose the alternate-color version of Gaia or Sho, press SELECT before you hold the appropriate direction on the D-pad as described while choosing each character.

Easy Desperation Moves

Visit the option menu and configure your controller so that the L and R buttons are set up to trigger "Special 1", "Special 2", "Special 3" and "Special 4"—setting A4 is a good example. Now you can trigger any character's desperation attack simply by pressing all four L and R buttons at exactly the same time whenever your energy bar is flashing red. Note that you can only choose the "special" control settings when the game's difficulty is set at "Easy" or "Very Easy"...unless you use the "Easy Special Attacks etc." code listed below.

Easy Super Moves

In addition to the desperation moves, each fighter in *Toshinden* also has up to three "Super" moves which are very difficult to execute. To make things easier, try this: First, enter both "boss" codes to access Gaia and Sho as described above. With those codes in place, wait for the demo to begin again, then return to the title screen once more and press ↓+X on Controller 1 while the words are zooming in. You'll hear the word "Fantastic!" and the text will change to white. With this code in place, set the Control Type for all four "Specials" as described in the "Easy Desperation Moves" code above. Now you can trigger one of your character's

DIGITAL NECO MANGA

If you own *Zero Divide* for the PlayStation, check out the cheat codes and tips in the PlayStation tips section above. This game is packed with hidden secrets, and one of the most interesting codes lets you see a "comic strip" starring the hidden Cat boss character, Neco. Unfortunately, Time Warner was in such a hurry to release the game that there wasn't enough time to translate the text in the comic strip to English. Now, for the first time in America, *TIPS & TRICKS* is proud to bring you subtitles for this zany little secret scene. To see the comic, you must win the game in one-player "Easy" mode without using any continues.



Once you've done this, just highlight "Option" at the title screen and hold L1 + L2 + R1 + R2 + START + SELECT on Controller 2.



The digital Neco comic is about to begin. Get ready for some off-the-wall Japanese humor.



"Super" attacks by holding the **SELECT** button and pressing all four L and R buttons at exactly the same time.

Easy Special Attacks at Any Difficulty Setting
Once you've entered all three title-screen codes as explained above, wait for the demo to start and return to the title screen as before. While the words are zooming into the screen, press $\rightarrow \leftarrow \rightarrow \leftarrow \rightarrow \leftarrow \rightarrow \leftarrow$ on Controller 2; you'll hear "Fantastic!" again and the text will change to yellow. With this code in place, you will be able to choose the "Special" Control Types—A3, A4, etc.—at any difficulty setting, not just "Very Easy" and "Easy".

Camera Controls

Go to the Options menu and choose any control type that has all four of the top buttons set to "NOT USE." Move down to the Camera Action setting; you'll find a new camera angle option called "Your Self." Choose it, and you'll gain access to eight new Control Type settings labeled A5 through H5, with "Camera X" and "Camera Y" functions assigned to the L and R buttons on top of the controller. Choose one of the new Control Type settings and start the game. The top buttons function as follows:

L1: Rotate counter-clockwise

L2: Tilt backward

R1: Rotate clockwise

R2: Tilt forward

To access additional camera controls, press the **START** button to pause the game. While the "Pause" menu is on the screen, hold all four action buttons ($\times + \square + \triangle + \circ$) and press the **SELECT** button once to make the pause menu disappear; press it again to remove the energy bars. (Note: You can use this trick at any time, even if you're not messing with the camera angles. To restore the "Pause" menu and energy bars, just pause the game, hold the four action buttons and press **SELECT** one more time.)

While the game is still paused with the Pause menu and energy bars removed, the controller has six new secret functions:

L1: Pan left

R1: Pan right

D-pad Up: Pan up

D-pad Down: Pan down

L2: Zoom in

R2: Zoom out

Pressing the **SELECT** button repeatedly on Controller 2 allows you to step through the character animation one "frame" at a time; holding it down will allow you to play the game in super slow-motion. Press **SELECT** on Controller 1 to toggle between the rotate/tilt camera controls and the pan/zoom controls.

BOGEY DEAD 6

Secret Camera Angle

Choose your fighter at the plane select screen; then, when the "Now Loading..." message appears, press and hold **L1 + L2 + R1 + R2**. When the game starts, press **SELECT** to cycle through the different camera angles; you'll find a new "chase plane" view that lets you play without all of those annoying cockpit instruments in your face.

Access All Fighters

At the Fighter Select screen, press **Left, Left, Right, Down, Up, Down, Right, SELECT**. You'll hear a shout and all of the fighters will become available for you to choose.

Access All Missions

At the Mission Select map in Mission mode, just press **Up, Down, Down, Right, Left, Down, Up, \triangle** . You'll hear a shout and all of the missions will become available for you to choose.

BUST-A-MOVE 2: ARCADE EDITION

Extra Credits

Choose "Options" from the title screen; then, at the Options menu, press **Left, Right, R1, R2, L2, L1, Up, Down**. A 30-second timer will appear in the upper right corner of the screen. Now quickly highlight the "Credits" option and start tapping the \times button as quickly as you can. Pressing \times four times gives you one credit. Press it five more times for another extra credit, six more times for another, and so on; the number of times you must press the \times button to get the credit increases by one for each credit you earn. You'll see the "Credit" counter in the lower right corner start to increase as you're tapping, but it gets more and more difficult as the timer counts down. When the timer runs out, that's it. You can return to the title screen and try the code again to accumulate more credits, but the total credits will be cut down to nine each time you return to the Option menu. Also, if you use an auto-fire controller, the Credit counter may reset to 1 if you manage to get over 30 credits.

Another World

At the title screen—while the words "Press Start" are flashing—press **R1, Up, L2, Down**. You'll see a little green guy appear in the lower right corner of the screen. Now start the game and choose "Puzzle Game" mode; you'll see the words "Another World" at the bottom of the screen. When the first round starts, you'll be playing in a surreal world that's totally different from the normal "Puzzle Game" setting.

Character Select

If you're sick of the green dinosaur Bub, try this trick. Start the game in Puzzle Game mode. When the map screen appears, press **Left, Left, Up, Down**, then press **L1+L2+R1+R2** simultaneously. A secret "Character Select" menu will appear. Press **Left** or **Right** to change to a different character, then press any of the four action buttons to continue. You'll still see Bubby at the map screen, but when the game starts, you'll be playing as the character you chose.

COLLEGE SLAM

Secret Teams

At the College Slam title screen—while the words "Press Start" are flashing—press **Left, Up, \circ , Up, Down, Up, Right, \triangle** . You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—**Left, \triangle , \circ , \circ , Up**

Max. Power— **\triangle , Down, \triangle , Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Turbo—**Down, \triangle , Down, Down, Up**

Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, \triangle , \triangle , \triangle**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, \triangle , Up, \circ , Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, \triangle , Down, \triangle , Down, \triangle**
High Shots—**Up, Up, Up, Up, Up, Up, Down**
Speed-Up—**Right, Right, Right, Right, Right, Right, Left**
Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

$\triangle \triangle \triangle \triangle \times \square \triangle \triangle$

$\triangle \triangle \square \times \triangle \circ \triangle \triangle$

$\triangle \circ \square \triangle \times \times \times \times$

DESCENT

Turbo Mode

At any time during gameplay—not while the game is paused—press $\square, \triangle, \circ, \square, \circ, \times, \square, \times, \circ, \triangle, \square, \times$. You'll hear a woman's voice say, "Cheater!" and the words "Turbo Mode On" will appear at the top of the screen. Now the gameplay is much faster. To turn Turbo Mode off, simply enter the code again.

Shield Recharge

Also during gameplay—not while paused—press $\triangle, \triangle, \times, \square, \triangle, \circ, \triangle, \times, \square, \times, \times$. You'll hear a woman's voice say, "Cheater!" and the words "Shields Recharged" will appear at the top of the screen, indicating that all damage to your shields has been repaired. Repeat this code whenever necessary to keep yourself alive.

Bright Display

During gameplay (not while paused) press $\square, \triangle, \circ, \square, \times, \circ, \triangle, \square, \circ, \times, \triangle$. You'll see the screen colors change dramatically, giving you a better look at your surroundings.

Invincibility

At any time during gameplay—not while the game is paused—press $\square, \triangle, \circ, \square, \triangle, \circ, \circ, \square, \triangle, \times$. You'll hear a woman's voice say, "Cheater!" and the words "Invulnerability On" will appear on the screen. Now you can't be harmed. To turn this cheat off, simply enter the code again.

Access All Keys

Also during gameplay—not while paused—press $\square, \times, \circ, \triangle, \times, \triangle, \triangle, \times, \triangle, \times, \triangle, \times$. You'll hear a woman's voice say, "Cheater!" and the words "All Keys!" will appear at the top of the screen, indicating that you can go through any door in the current level.

Access All Weapons

If you're tired of searching for special weapons, try this code during gameplay (not while paused): $\triangle, \square, \circ, \times, \triangle, \square, \times, \triangle, \square, \times, \circ, \square$. The words "Mega-Wowie-Zowie!" will appear on the screen; now you have a surplus of every special weapon in the game.

Stage Select/Extra Difficulty Levels

Enter the following code during gameplay (not while paused): $\triangle, \square, \triangle, \circ, \circ, \square, \triangle, \circ, \square, \square$. The words "Full Level Access Granted" will appear on the screen, indicating that a cool cheat code is in place. Now pause the game and choose "Quit Game", then select "New Game" from the main menu. Note that two new difficulty levels have appeared, "Ace" and "Insane". Better yet, you'll find that when you reach the galaxy map screen, you can move around and start the game at any stage, including the secret levels.

DESTRUCTION DERBY

Hidden Photo

At the "piracy" warning screen at the beginning of the game, press and hold **L1 + Left + \circ** .

After the Psygnosis owl appears, the Reflections logo will be replaced by a photo of the game's design team.

Hidden Track

Choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "REFLECT!". Next, return to the main menu and choose any single-course mode except those under "Destruction Derby". (For example, "Wreckin' Racing/Race Practice".) Now choose a track; you'll find a new course called "Ruined Monastery".

Opponent Select

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "NPLAYERS". Next, return to the main menu and choose any single-track mode except those under "Destruction Derby". Now choose a course; after you make your selection, you'll get a secret menu prompt that lets you change the number of cars in the race. Set the number at "1" and you'll be the only car on the track.

Invincibility

As above, choose the "Championship" option in any of the competitive modes ("Wreckin' Racing", "Stock Car Racing" or "Destruction Derby") and enter your name as "IDAMAGE!". Next, return to the main menu and choose any game mode. Notice that your car will no longer take any damage; you're completely invincible.

DIE HARD TRILOGY

Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Left, Right, Up, Down, \square**

Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press \triangle ten times, then **Right** four times

Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down, \circ , \circ , Down, \triangle , Down**

Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press **START** to pause, then hold the **R2** button and press **Down, \triangle , Right, \square** . Your health will go down, but you won't die when it's gone.

Fergus Mode—Press **START** to pause, then hold the **R2** button and press \circ , **Down, Down, \square , \times , \square** . Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:

Big Cars—Press **START** to pause, then hold the **R2** button and press **Left, \triangle , Right, Down**

Chase View—Press **START** to pause, then hold the **R2** button and press **Down, \circ , Down, \circ** . This adds a new camera angle to the available options.

DOOM

Cheat Codes

Each of the following cheats must be entered while the game is paused:

Map All Lines On: $\triangle, \triangle, L2, R2, L2, R2, R1, \square$

Map All Things On: $\triangle, \triangle, L2, R2, L2, R2, R1, \circ$

Lots of Goodies!: $\times, \triangle, L1, Up, Down, R2, Left, Left$

All Powerful Mode On (Invincibility): **Down, L2,**



"Neco and Zero Digital Comic"



Neco + Zero: (singing) "Chara, chara, chara, cha-jan."
(musical melody gibberish)
The Audience: (applause)



Audience: "Woowow!"
(more applause)



Neco: "Thank you, I'm Neco."
Zero: "And I'm Zero."



□, R1, Right, L1, Left, ○

X-Ray Vision: L1, R2, L2, R1, Right, △, ×, Right
Level Warp: Right, Left, R2, R1, △, L1, ○, ×
(press Left or Right to change the starting stage number.)

FINAL DOOM

Cheat Codes

All of the cheat codes listed above for *Doom* will work with *Final Doom*.

FORMULA 1

Cheat Codes

Each of the following codes can be entered at the "Race Qualify" menu, the last menu screen before the start of a race. A message will appear to confirm if you've entered a code correctly.

Gibberish Mode—Hold **SELECT** and press **Left**, **○**, **Up**, **Down**, **Down**, **Right**, **○**, **□**, **□**

Buggy Mode—Hold **SELECT** and press **Right**, **Up**, **△**, **Left**, **Up**, **□**, **△**

Bike Mode—Hold **SELECT** and press **Down**, **Up**, **○**, **△**, **Right**, **Up**, **□**, **△**

Lava Mode—Hold **SELECT** and press **□**, **○**, **Up**, **Right**, **Right**, **○**, **×**

German Commentary—Hold **SELECT** and press **Down**, **Up**, **Left**, **Left**, **□**, **○**, **×**

Bonus Track—Hold **SELECT** and press **Left**, **○**, **○**, **△**, **△**, **○**, **Up**, **Right**. With this code in place, you must start a race and cancel out of it before you can return to the Circuit Select menu and find the "Grand Champion" bonus track.

GOAL STORM

Easter Island Heads

When the words "Press Start" appear on the title screen, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **□**, **○**. You'll hear the crowd cheer to confirm the code. When the game starts, you'll see that all of the players on your team have giant Easter Island heads of stone. Note: If both Player 1 and Player 2 enter the code at the title screen, then both teams will get the funky heads.

Invisible Players

At the title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **△**, **△**. You'll hear the crowd roar to confirm the code. Now when you start the game, press **SELECT** to change the camera angle. You'll find that—in addition to the standard three camera angles—there is a new camera setting that takes you slightly closer to the action. When you play with this new camera angle, only one or two players will be visible on the field. The rest of the players are still there, however.

GUNSHIP

Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1** + **L2** + **R2** + **R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

IN THE HUNT

Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the **○** button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout

game.

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the **△** and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits.

INTERNATIONAL TRACK & FIELD

Secret Surprises

• In the Long Jump or Triple Jump, if your jump is exactly 1.11 meters, 2.22 meters or 3.33 meters, a mole will appear from the ground.

• In the Shot Put, if your throw is exactly 1.11 meters, 2.22 meters or 3.33 meters, a dinosaur will appear behind the crowd.

• In the Hammer Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a balloon will appear from the crowd.

• In the Discus Throw, if your throw is exactly 1.01 meters, 21.21 meters or 35.35 meters, a flock of pigeons will appear in the sky.

• In the Javelin Throw, if you throw with maximum power at an angle of over 60 degrees, you'll hit a U.F.O., which will fall into the stadium.

• In the High Jump, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a blimp will appear during your third jump.

• In the Pole Vault, if you qualify with your first attempt, set the bar at least 40cm higher for your second attempt. If you make it, a space shuttle will appear during your third jump.

Slimpier Swimsuits

At the Game Select menu, highlight "100m Free Style" and press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **○**, **×**. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

JUMPING FLASH!

Stage Select

At the *Jumping Flash!* title screen, press **Up**, **Up**, **Down**, **Down**, **×**, **×**, **Left**, **Right**, **Left**, **Right**, **×**, **△**, **×**, **△**. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game; when the World Map appears, press **Right** repeatedly to skip to different stages.

KRAZY IVAN

Stage Select

At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press **×** + **Down/Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

LOADED

All the Cheats

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red

rectangular cursor in place. If you can still move the cursor up and down with the D-pad, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:

AMMO: **Down**, **Right**, **○**, **Left**, **Right**, **○**. Select this option to boost your ammo.

HEALTH: **Right**, **Right**, **Left**, **Down**, **Down**, **Up**, **△**, **○**. Use this option to refill your energy meter.

POWER: **Right**, **Down**, **Right**, **△**. This option will power-up your weapon.

LIVES: **Left**, **Down**, **Right**, **△**, **□**, **×**, **○**. This option gives you one extra life each time you press the button.

SMART: **R1**, **R2**, **×**, **△**, **□**, **○**, **R1**, **R2**, **○**, **□**. Get one extra smart bomb each time you press the button with this option highlighted.

SKIP LEVEL: **×**, **R1**, **△**, **R1**, **□**, **○**, **R2**, **R2**, **×**, **□**, **△**, **×**. Use this option to skip the current level and start on the next stage.

MADDEN NFL 97

Cinematics Menu

Turn the PlayStation on and hold the **L1** or **R1** button while the game loads. After the copyright screen, you'll get a secret "Cinematics" menu that lets you see any of the rendered cinema scenes from the game.

MORTAL KOMBAT 3

Play as Smoke

During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, **△** six times, **×** six times and **○** nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.

Secret Cheat Mode

During the opening demo, quickly press **×**, **○**, **△**, **R1**, **R1**, **R2**, **R2**, **R1**, **R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **×**, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character

At the character-select screen, choose one of the

male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run** + **Block** + **High Punch** + **High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1** + **L2** + **R1** + **R2** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "7" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform easy finishing moves as follows:

• Fatality 1—Press **△** when "Finish Him/Her" appears.

• Fatality 2—Press **○** when "Finish Him/Her" appears.

• Animality—Press **L2** when "Finish Him/Her" appears.

• Friendship—Press **R1** when "Finish Him/Her" appears.

• Brutality—Press **□** when "Finish Him/Her" appears.

NBA JAM T.E.

Secret Characters

To access a secret character, hold the **L1** and **R1** buttons and enter the initials and birthdates as follows:

Bill Clinton—BIL Jun 3

Hilary Clinton—HIL Nov 6

Prince Charles—CHA May 4

Heavy D—HEA Jan 9

Jazzy Jeff—JAZ Oct 9

Fresh Prince—FRS Feb 2

Frank Thomas—FNK Jan 8

Larry Bird—LAR Jan 15

Benny the Bull—BEN Sep 20

Charlotte Horner—HOR Jan 12

Minnesota Timberwolf—WOR Mar 7

Phoenix Suns Gorilla—APE Apr 2

Adrock—ADR Apr 6

MCA—MCA Apr 9

Mike D—M_D Jul 1

Moore—MOE Jun 8

Gordon—GOR Jul 3

Renaldo—REN Feb 4

Shelley—SHY Jun 8

Blaze—BLZ Jan 14

Turmel—TUR Jan 31

DiVita—DIV Jul 3

Goskie—GOS Jan 6

Rivett—REV Jul 6

Carlton—CAL Mar 25

Liptak—LIP Jan 14

Magic Hair—STH Dec 8

Kirby—GHR Dec 18

Moon—JAY Aug 24

Falcus—JAS Nov 16

Snake—SNK Jun 15

Hill—ZIG Apr 7

Catling—CAT Jan 2

Hutchinson—BAR Apr 9

Falcus—DAZ Aug 6

Hodgson—HOG Dec 31

Tunnidiff—SAT May 7

Whitaker—JAX Mar 1

Muskett—MUS Dec 24

McHugh—BAA Jul 19

Higgins—TOM Feb 19

Gray—ROB Feb 23



Neco: "Well, there have been some odd things going on lately."
Zero: "Oh, like what?"



Neco: "Like Haka."
Zero: "Ha...what's that?"



Neco: "What? You don't know? You know, with a computer."
Zero: "Okay, what about the computer?"



Neco: "Well, you take it to a field and we all kick it."
Zero: "Tha...that's..."



Feinstein—DAN Jan 2
Burgess—LIZ Aug 7
Gunter—GUN Jan 11
Rosen—SAW Apr 10
Wanat—WAN Jun 10
Chaudhri—CHD May 5
Gow—GOW Jun 17
Thienvanich—THI Nov 1
Kuby—KUB Apr 14
DeLucia—DEF Oct 19
Samulski—AIR Jan 21

Extended Roster

Each of the NBA teams in *Jam T.E.* has more than three players available to choose from. To find these hidden bonus characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen that says "EXTENDED ROSTER"; now you'll see extra players as you toggle through the line-ups with the **SELECT** button. Note that if you choose the extended roster for one team, then decide to choose a different team, the extended roster will not be available for the second team. This trick also works at the "Substitution" screen.

Power-Up Codes

Just like all of the other versions of *NBA JAM*, the *PlayStation Tournament Edition* offers plenty of power-up codes. Each of these codes must be performed at the "Vs." screen, when the announcer is saying, "Tonight's match-up...etc." In most cases, you'll see text on the screen that tells you the code is in place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player flashing white before the tip-off.

Display Shot Percentage: ↑↑↓↓△
Powerup Dunks: ←→×○○×
Powerup Defense: →↑↓↓↑↑
Powerup 3-Pointers: ↑↓←→←→↑
Powerup Fire: ↓→→○△←
Quick Hands: ←←←←○→
Max Power: →→←→××
High Shots: ↑↑↑↓↑↑○○○○↓
Push one opponent and both fall: ↑↑↑↑↑↑←←←←○○
Push one opponent and only his teammate falls: ↑↑↑↑↑↑←←←○○△
Baby Mode: ○○○○○○
Huge Mode: △△△△△△△△△△△△△
Big Head: △△○○△△○○
Mammoth Head: ○×△○○×△○○×△△○○×△△○○×△△

NBA SHOOT OUT

All-Star Weekend

Choose "Exhibition" from the main option menu; then, at the "Exhibition" menu, press **R1**, **L1**, **R1**, **L1**, **R2**, **L2**, **R2**, **L2**. You'll see a new option called "All Stars" at the bottom of the screen. Set this option to "94/95" to play an exhibition match in Phoenix; the court will be decorated with the '94-'95 All-Star Weekend logo. Better yet, if you press **R1**, **R1**, **R2**, **R2**, **L1**, **L2**, **L1**, **L2** at the Exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the '95-'96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference", but the players will still be those from the team you select.

Sneak Peek

If you want a better look at the cheerleaders during halftime, just hold the **L1**, **L2**, **R1** and **R2** buttons. Those annoying game statistics will disappear.

THE NEED FOR SPEED

Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press **START**. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

"Rally" Tracks

With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1+R1** while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold **L1+R1**; now you can choose the top-secret "Warrior" car.

Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold **L1+R1** and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

Machine Gun Horn

Choose the Head-to-Head mode on the Race Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, **O**, and diagonally **Up/Left** on the D-pad until the race starts. You can now blow everything out of your way by pressing **Up** to honk the horn. The noise it produces will sound like a machine gun.

NFL GAMEDAY

Cheat Passwords

To enter any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button to access the memory card screen. Press **SELECT** again to enter a password. (Note that all of the following codes use capital letters.) After all of the letters are in, press **SELECT**; if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFENSE—Gives you a high-powered offense
DEFENSE—Gives you a high-powered defense
JUICE—Gives you a more powerful "speed burst" from the **X** button when running
STICKUM—Just like Freddy Biletnikoff, you'll be able to catch passes easier...and hang on to them when you get hit
BIG.BOYS—Makes the linemen look bigger
CANNON.ARM—Lets your quarterback throw farther
STEROIDS—Players fly farther when hit
CRUNCH.TIME—Injuries happen more frequently
PICK.CITY—Interceptions are easier
SKELETON—Lets you play with two secret skeleton teams

In addition to these cheats, we know of five other passwords that are accepted by the game, but don't have an obvious effect:

MAYHEM
URNOTREDE
EEGGCODE13
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NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:

Landmine Mode—**L1**, **L1**, **L1**, **R1**, **L1**, **L1**
Fumbles—**L1**, **L1**, **L1**, **L2**, **L1**, **L1**
No Fumbles—**L1**, **L1**, **L1**, **R2**, **L1**, **L1**
Constant Turbo—**L1**, **L1**, **△**, **△**, **L1**, **△**
Crappy Team—**L1**, **L1**, **△**, **R2**, **L1**, **△**
Big Players—**L1**, **L1**, **R1**, **△**, **L1**, **R1**
Small Players—**L1**, **L1**, **R1**, **R1**, **L1**, **R1**
Shadow Players—**L1**, **L1**, **R1**, **L2**, **L1**, **R1**
Long Range (allow 100-yard throws and kicks)—**L1**, **L1**, **R1**, **R2**, **L1**, **R1**
Super Slow Motion—**L1**, **L1**, **L2**, **R1**, **L1**, **L2**
Super Fast Game—**L1**, **L1**, **L2**, **L2**, **L1**, **L2**
Super Team—**L1**, **L1**, **R2**, **△**, **L1**, **R2**
Super Slippery—**L1**, **L1**, **R2**, **R1**, **L1**, **R2**
Short, Fat Players—**L1**, **△**, **R1**, **△**, **L1**, **R1**
Tall, Skinny Players—**L1**, **△**, **R1**, **R1**, **L1**, **R1**
Eight Downs per Series—**L1**, **△**, **L2**, **△**, **L1**, **L2**
Activate All Possible In-Game Cheats—**L1**, **L1**, **R2**, **R2**, **L1**, **R2**

Secret Teams

At the team select menu, press **L2**, **△**, **R2**, **R2**, **L2**, **R2**. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the *Tips & Tricks* staff on the "VideoGames" team.

PO'ED

Refill Health / Ammo

While in Foot mode, press **□** + **L2** to do a backflip. While you're in the air, press **Down** + **X** + **R2** to refill your health meter or **Right** + **X** + **O** to refill all weapon ammo.

Access All Weapons

During the game, press **□** + **SELECT** to view the map and press **Left** to rotate the map until your character arrow is pointing at you. Next press **START**; while the arrow is rotating back, press **L1** + **□** + **X** + **O**. Press **SELECT** to exit the map mode and you should have all of the weapons in your inventory.

Invincibility

You must have the drill weapon in your inventory for this cheat to work. Press **△** to call up the weapons menu, highlight the frying pan and press **△** two more times; you should be back at the weapons menu. Now press **O** + **R1** and release them as soon as you see the number 999 in your health meter; this indicates that you are invincible.

Stage Select

At the main menu, press **L1** + **L2** + **R1** + **R2** + **Up** and release. Press **O** to start a new game; when the difficulty select menu appears, press **L1** + **L2** + **R1** + **R2** + **Down** and release. The stage-select menu will appear after you choose a difficulty setting.

See the Ending

Press **X** at the main menu to enter the Load Game screen. Press **Right** + **O**, then **△**, then **Left** + **□**, then **△**. You'll warp to the ending sequence.

Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press **△** to call up the weapons menu. Now hold **L1** and point the D-pad diagonally **Down/Right**. If you're not on the lowest level of the current stage, you'll fall right through the floor.

Fart Trick

Press **X** at the main menu to enter the Load

Game screen. Press **L1** + **L2** + **R1** + **R2**, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

PROJECT: OVERKILL

Secret Cheats

Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.

- "Cloak" Stealth Mode—Hold **△**, tap **□**, **O**, **□**, release **△**, hold **X**, tap **△**, **△**, release **X**.
- Extra Speed—Hold **Up**, tap **△**, **△**, **△**, release **Up**, hold **Down**, tap **X**, **□**, **O**, release **Down**.
- Shield—Hold **Right**, tap **O**, **□**, **△**, release **Right**, hold **Left**, tap **□**, **O**, **X**, release **Left**.
- Refill Health—Hold **□**, tap **O**, **X**, **△**, release **□**, hold **O**, tap **□**, **X**, **△**, release **O**.
- Refill Ammo—Hold **O**, tap **□**, release **O**, hold **△**, tap **X**, release **△**, hold **O**, tap **X**, release **O**, hold **X**, tap **□**, release **X**.
- Skip to end of current level—Tap **X**, **Up**, **Down**, **Up**, hold **□**, tap **O**, release **□**, hold **X**, tap **△**, release **X**.

THE RAIDEN PROJECT

Mission Select

Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold **L1** + **L2** + **R1** + **R2** and press **START**. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up**, **Down**, **Right**, **Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Picture-in-Picture

Here's a weird code that Ubi Soft put into *Rayman* just to show off what the PlayStation is capable of. During the game, press **START** to pause, then hold the **R2** button down and press **O**, **O**, **Left**, **O**, **O**. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

Full Power-Up + 99 Lives

Press the **START** button to pause, then enter the following code carefully: Press and continue to hold **L2**, **R1**, **L1**, then **R2**, then release the buttons in this order: **L1**, **L2**, **R2**, **R1**. Next, press and release **O**, then press and continue to hold **Left**, **O**, **□**, then **△**. Finally, release the buttons in the following order: **Left**, **△**, **□**, **O**.

RESIDENT EVIL

Rocket Launcher

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door,



Zero: "That's 'soccer', you moron!"
WHAM!



(The crowd is stunned)



Neco and Zero: "Thank you!"
Audience: (applause)



THE END
(Note: The joke is a play on words; "hacker" and "soccer" sound more alike in Japanese.)



you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

RIDGE RACER

Title Screen Tricks

If you hold the L1 and R1 buttons at the title screen, you can manipulate the flag as follows:

D-pad Up: Tilt back

D-pad Down: Tilt forward

D-pad Left: Rotate clockwise

D-pad Right: Rotate counter-clockwise

□: Spin left X: Zoom in

○: Spin right △: Zoom out

START: Make the flag transparent

Rotate Cars

At the Car Select screen, use the L1 and R1 buttons to change the speed and direction in which the car is rotating.

Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

Reverse Tracks

When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.

Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

SHELLSHOCK

Cheat Menu

Access the main title screen and press Up, Down, Left, Right, Down, Down, Right, Right, □. The screen will change to a photo of the game's characters with a cheat menu below. Press Left or Right at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

Invincibility

Start a game, then—as soon as you're in the tank—press SELECT and choose "Abort Game". When the title screen appears for the second time, press Up, Up, Up, Down, Down, Down, Right, Right, △. You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; when it runs out it will fill right back up again.

SKELETON WARRIORS

Invincibility

At any time during the game, press START to pause, then press Down, ○, □, □, Up, X. Unpause the game and you'll find that your character cannot be hit by enemy attacks.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and

press X or START; as the screen disappears, immediately tap the L1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

Small Player Mode

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately tap the R1 button quickly and repeatedly until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

Shot Percentage Indicator

As above, get to the the second "Scouting Report" screen, highlight "Continue" and press X or START; as the screen disappears, immediately press and hold the L1 button until the tip-off. After the tip-off, press the START button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

SLAMSCAPE

Invincibility

During the game, hold the SELECT button and press □, □, ○, ○, □, □, △.

Level Passwords

Uraniumania—△ X X □ □ △ X X

Repschler—X ○ ○ △ □ □ □ X

Endless Bummer—X △ X ○ △ □ □ X

Viva Los Vagantes—○ △ X △ X □ □ △

Movie Passwords

Entrance to Uraniumania—○ ○ ○ △ △ □ △

Entrance to Repschler—○ ○ ○ X △ X □

Entrance to Endless Bummer—○ ○ ○ □ △ △ X

Entrance to Viva Los Vagantes—○ ○ ○ X X X □

Game Over/Death

Game Over/Death—○ ○ ○ ○ △ ○ X ○

Game Over/You Win—○ ○ ○ △ X X △ ○

Credits—○ ○ ○ □ ○ X X △

Exit (quit)—○ ○ ○ △ △ ○ X □

STAR GLADIATOR

Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press A, A, Forward, Guard, B. Zelkin should begin to transform. Press A to turn left, B to turn right, Kick to change size and Guard to stop transforming.

Change Camera Angle

Immediately after winning a fight, hold ○ + X before your character goes into his or her victory pose. During the pose, keep holding those buttons and press □ to zoom in, △ to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

Fight Kappah

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and press X, ○, X, ○, □, □, △, △, △, then ○ + X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

Play as Kappah

Note: You must enter the "Play as Bilstein" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press ○, □, △, □, X, □, △, □, ○, □, then △ + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappah.

Play as Blood

Note: You must enter the "Play as Kappah" code above before you can play as Kappah. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Bilstein, press X, □, X, □, X, □, then press Right to highlight Kappah and press ○, △, ○, △, ○, △, then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappah.

STARBLADE ALPHA

Rapid Fire

At the main title Screen, press Up, Up, Down, Down, ○, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the X button to access the rapid-fire laser.

STREET FIGHTER ALPHA

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then □+△ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then □+△ simultaneously.

To choose the alternate-color Bison, end the code by pressing X+○ simultaneously instead of □+△.

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then □+△ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then □+△ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X+○ simultaneously instead of □+△.

Dan (both players)—Hold the L2 and R2 buttons and press △, □, X, ○, △.

To choose the alternate-color Dan, hold L2 and R2 and press △, ○, X, □, △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "short-cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the SELECT

button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

TEKKEN

Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, △ and X on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold ↑ on the D-pad

Paul: Hold ↗ on the D-pad

Law: Hold → on the D-pad

Jack: Hold ↘ on the D-pad

Nina: Hold ↓ on the D-pad

King: Hold ↙ on the D-pad

Yoshimitsu: Hold ← on the D-pad

Michelle: Hold ↖ on the D-pad

Heihachi: Hold L1+L2+R1+R2

Lee: Hold L1+L2+R1+R2+↑ on the D-pad

Kuma: Hold L1+L2+R1+R2+↗ on the D-pad

Wang: Hold L1+L2+R1+R2+→ on the D-pad

P. Jack: Hold L1+L2+R1+R2+↘ on the D-pad

Anna: Hold L1+L2+R1+R2+↓ on the D-pad

Armor King: Hold L1+L2+R1+R2+↙ on the D-pad

Ganryu: Hold L1+L2+R1+R2+← on the D-pad

Kunimitsu: Hold L1+L2+R1+R2+↖ on the D-pad

This also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fruits

At the Test Modes menu, set the "2P Game Wins Shown By" option to "Fruit". Now start a game in Arcade Mode, but join in with Controller 2 whenever a one-player fight starts. Let one player win over and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 25th battle, a "Special Flag" symbol appears. This icon has



some sort of significance, since it appears in several classic Namco arcade games...but we don't know what it's doing in *Tekken*. Can you unlock the mystery of Battle 25 and its Special Flag? You'll also see some characters from *Pac-Man* including the dot-eater himself.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

• Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

• Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• Punch-Out!! Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TETRIS PLUS

Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press **Down, Down, Right, Up, Up, Right, Up, Up, Up, Right**, then repeat that same sequence of directions again. Now press the **X** button; when the game starts, a stage-select menu will appear.

TOKYO HIGHWAY BATTLE

9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold **L1 + L2 + R1 + Down + START** on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press **START** on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want.

Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

• **Car Color Change**—At the car select screen, press **R2** on Controller 1 to change the car's color or add racing stripes.

• **Race the Drift King**—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King or Wataru from *TIPS & TRICKS* magazine.

• **Change Speedometer**—During a race, press **L1** on Controller 2 to change the speedometer to white.

• **Best Time/Lap Indicators**—During a race, hold **Up** and press **SELECT** to see the best lap or best time records.

TOMB RAIDER

Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1, Δ, R2, L2, L2, R2, O, L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons.

TOTAL ECLIPSE TURBO

Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly: **Δ, O, O, Δ, Δ, L1, L1+R1, SELECT, SELECT**. (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press **Δ, O, L1, L1, O, Δ** very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press **Δ, L1, O**, release **SELECT**, press **Δ, L1, O, Δ, L1, O**. You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

TWISTED METAL

Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

O Δ O O—Warehouse District Warfare
X O O Δ—Freeway Free For All
X Δ O O—River Park Rumble
X O Δ Δ—Assault on Cyurbia
O X O X—Rooftop Combat—The Final Battle
Δ X O Δ—Battle with Minion
O Δ O O—Secret Level: The Fight of Your Life

Δ O O O—Infinite Weapons
O Δ X O—Invincibility
O O X O—Helicopter Camera Angle

TWISTED METAL 2

Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

Napalm—**Right, Left, Up**

Freeze Burst—**Left, Right, Up**

Drop Mine—**Right, Left, Down**

Rear Attack—**Left, Right, Down**

Shield—**Up, Up, Right**

High Jump—**Up, Up, Left**

Invisibility—**Right, Down, Left, Up**

Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

Sweet Tooth—**Up, L1, Δ, Right**

Minion—**L1, Up, Down, Left**

Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

"Assault on Cyurbia" stage from *Twisted Metal*—**Down, Up, L1, R1**

"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

VIEWPOINT

Invincibility

Press **START** to pause the game, then press **O, Δ, Right, Left, Down, R1, L2, R2, L1**.

Stage Skip

Press **START** to pause the game, then press **O, O, O, Δ, X, O, Up, Up, Down, Down, L1, R1, SELECT**.

VTENNIS

Secret Characters

At the character-select screen, highlight any character and press **L2, L2, R1, R1, Down, Δ, Δ, Δ, Δ, X**. You'll hear a kung-fu movie shout ("Atoo!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are controlling a secret character called Mattox. To find a female secret character, access the character-select screen and highlight any player as before. This time, hold **L1, R2, Up** and **O**; then, while holding those buttons down, press **X**. You'll hear a "Yelp!" to confirm. When the match starts, you'll be controlling Aversa, a female player with the skills of Mattox.

WARHAWK

Special Access Codes

Choose "Special Access" from the main menu and enter the passcodes shown below for different effects or level warps.

CHEAT CODES

O O X O—Preview the Epilogues
O O X X O—Check the Special Upgrades
Δ X O O X Δ—Preview the Movies
X O O X Δ O Δ—Kali Mode (Powered-Up Weapons)

O O X X Δ Δ—Thor Mode (9999 Flash Bombs)
Δ O Δ O Δ X—Infinite Weapons

O O O X X X—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

STAGE CODES

Δ X X X X O—Desert Level

Δ X Δ O O X—Pyramid Has Risen

Δ O X O O X—Desert is All But Done

O Δ X O O O—Canyon Level

O O O X O O Δ—In the Canyon with Amber

O Δ X O O Δ Δ—In the Canyon with Belle

O Δ O Δ Δ Δ—In the Canyon with Crystal

O O O Δ Δ Δ—Approaching Uma

X Δ X O Δ Δ—Airship Level

X O Δ O O O X—Post-Transformation Airship

X Δ O X Δ O—Airship Rear Hanger is Open

O X X X Δ O—Volcano Level

O X O O Δ Δ—Volcano Boss is Active

Δ O Δ O X O—Gauntlet Level

Δ O X O X Δ—East Gauntlet Boss

Δ O O Δ O X—West Gauntlet Boss

Δ O O Δ X Δ—In with the Gatekeeper

Δ X Δ O X O—Stormland

Δ X O O O X—Above 1st Force Field

Δ X Δ Δ X O Δ—Above 2nd Force Field

Δ X O Δ X Δ—Above 3rd Force Field

Δ X Δ O O X—Kreel's Door is Open

Δ X Δ O O X—Face-to-Face with Kreel

WIPEOUT

Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R1, L1, Right, START, O** and **O** and press **X**. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold **R2, L2, Left, START** and **SELECT** and press **X**. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

WWF WRESTLEMANIA: THE ARCADE GAME

Invincibility

At any time during the game, press the **START** button to pause, then press **X, Δ, R2, Up**. You'll see the screen flash for an instant. When you unpause, you'll see that your wrestler's energy bar will not go down when you get hit; you're completely invincible.

Stop the Timer

At any time during the game, press the **START** button to pause, then press **X, Δ, R2, Left**. You'll see the screen flash for an instant. When you unpause, you'll see that the timer has been stopped.

Super Strength

At any time during the game, press the **START** button to pause, then press **X, Δ, L2, Down**. You'll see the screen flash for an instant. When

you unpause, your wrestler will be powered-up; all attacks will do extra damage.

Weaken Opponent

At any time during the game, press the **START** button to pause, then press **X, Δ, L2, Right**. You'll see the screen flash for an instant. When you unpause, your opponent will be weakened; all of his attacks will do less damage.

Combo Code

At the player select menu, hold the **L1** and **R2** buttons and press **O, X, O, Δ**. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

ZERO DIVIDE

Note: Some of the following tricks may require the use of a memory card. Always remember to save your data to the memory card after you play.

Alternate Character Color/Texture

Press **Up** + any button when choosing your fighter at the character-select screen.

Additional Color Choices

After you have beaten the game at any skill level with any number of continues, go to the character-select screen and hold **SELECT**. Now push any other button (including the **L** and **R** buttons) to choose different character colors.

Stage Select

When your total playing time passes the 30-hour mark, you'll hear the announcer say, "Wow!" when you return to the title screen. Now you have the option to choose a stage at the character-select screen in "VS Play" mode.

Hidden Comic Strip

First, beat the game in "Easy" mode without continuing. Once you've done this, highlight "Option" at the title screen, then grab Controller 2 and hold **L1+L2+R1+R2+START+SELECT**; you'll see a secret NECO comic strip.

Secret Bosses

To fight against XTAL, you must play all the way through the game with all eight characters—including ZULU—without using a continue.

To fight against NECO, you must play through the game as XTAL without using a continue; then, when the XTAL icon comes down from the top of the screen at the pre-fight map screen, hold **L1+L2+R1+R2**, then **SELECT**, then **START**. The text box will say "XTAL" but you will really be fighting against NECO.

Boss Codes

To play as ZULU, you must defeat the game at any difficulty setting with all of the characters, one at a time.

To play as XTAL, you must defeat the game at the "Normal" or "Hard" difficulty setting without using a continue; you must also defeat XTAL.

To play as NECO, you must play as XTAL or ZULU and defeat the game at the "Normal" or "Hard" difficulty without using any continues.

Flat-Shaded Turbo Mode

The coolest *Zero Divide* cheat has two steps: You must play the game until your total playing time is over 100 hours, and you must have performed a five-hit combo at any time. Once you've met both of these requirements, go to the Option menu, highlight the "Match Point" option, hold **L1+L2+R1+R2** on Controller 1 and press **Down**. You'll see the words "Shadow Obj" appear in the corner of the screen, just above the save counter. With this option in place, start the game and get ready for a surprise. The "Shadow Obj" option allows you to play the game with characters made of flat-shaded polygons instead of texture-mapped polygons; it also eliminates the background graphics. Not only does the game look different this way, but the speed has become insane! To disable this option and return the game to normal, just highlight "Match Point", hold **L1+L2+R1+R2** and press **Down** again.

Hidden Game

Put *Zero Divide* into your PlayStation, hold the **SELECT** and **START** buttons on Controller 2 and turn the **POWER** switch on. Continue to hold the buttons down while the game loads; instead of *Zero Divide*, you'll get a hidden version of *Phalanx*, a classic Super NES shooter. Use



ALIEN TRILOGY

Level Skip

Go to the password screen and enter the password "FLYT0" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLYT034". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLYT035", you'll see the video sequence from the end of the game.

Access All Weapons

Go to the password screen and enter the password "F1SH1NGFORGVNS". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have all of the game's weapons in your inventory.

Infinite Ammunition

Go to the password screen and enter the password "FILLMYP0CK1TS". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have infinite ammo for all of your weapons.

ASTAL

Restore Energy

During the game, press **START** to pause, then quickly tap **Down**, **R**, **Up**, **L**, **X**, **A**, **Y**, **B**, **Z**, **C**, **Right**, **Left**. You'll hear a chime to confirm the code if you've done it quick enough. When you press **START** to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press **START** to pause the game, then quickly press **Up**, **Y**, **Left**, **A**, **Down**, **B**, **Right**, **C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press **START** to pause the game, then tap **L**, **A**, **R**, **C**, **B**. You'll hear Astal moan; when you press **START** to return to the game, your energy will be drained and you'll have to start the current stage over.

Secret Mode + 99 Lives

Visit the "Options" menu and press **Left**, **Right**, **Left**, **Right**, **Up**, **Down**, **L**, **R**, **START** on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press **Right**; you'll find that—instead of being limited to just five lives—you can start the game with as many as 99.

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up**, **Down**, **Left**, **Right**, **L**, **R**, **A**, **Y**, **C**, **Z**, **B**, **X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

BAKU BAKU ANIMAL

League Mode

At the title screen—while the words "Press Start Button" are flashing on the screen, spell the game's title with the controller by pressing **B**, **A**, **C**, **Up**, **B**, **A**, **C**, **Up**. You'll hear a cho-

rus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

- **Game Start:** Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below) you must choose name 6, a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

- **Name Entry:** Choose from one of five save slots and enter your name. Move the cursor to the "ABC" item and you'll be able to enter your name with the standard alphabet instead of the default Japanese Hiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done".

- **Delete Name:** Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".

- **View Records:** Use this option to check your stats. The first screen shows your winning percentage; highlight your name and press **A** or **C** to view your win/loss records against each player.

- **View Records / Return to Main Menu:** The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARENA TOSHINDEN REMIX

Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: **Up**, **Down**, **X**, **B**, **A**, **Y**, **C**, **Z**, **START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press **START** during a battle to pause the game. Choose "OPTIONS"; then, at the options menu, highlight any option except "Exit" and hold the **L** button. While holding **L**, move the cursor to "EXIT" and press the **R** button. The game will still be paused. Now you can control the camera angle with the following buttons:

- L**—Rotate the playfield clockwise
- R**—Rotate the playfield counter-clockwise
- D-pad**—Pan the camera up, down, left or right
- Y**—Zoom in
- X**—Zoom out

Press **START** to bring the "Pause" menu back. Note that this trick will stay active for the rest of the round; that is, if you want to play with the polygons again, just hit **START** and you'll be back in the "custom camera" mode.

BATTLE MONSTERS

Battlefield Select

In Vs. mode, choose your character with the **A** or **C** button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKFIRE

FMV Fiesta

To watch all of *BlackFire*'s full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: **Z**, **A**, **Z**, **A**, **B**, **A**, **B**, **Y**, **C**, **A**, **C**, **A**. The intermission scenes will automatically start up; press **A** to stop any scene and skip to the next one.

Infinite Weapons + Fuel

At the title screen—while the words "Press Start Button" are flashing—press **L**, **A**, **Z**, **Y**, **A**, **Down**, **Down**. You'll hear a voice say, "There she is! Beans and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the **START** button to pause. When you unpause, your fuel and weaponry will be maxed out.

Invincibility

Also at the title screen—while the words "Press Start Button" are flashing—press and hold **A**, then **B**, then **C**; then release **C**, then **B**, then **A**. Next, press **B**, **A**, **B**, **Y**, then hold **X**, press **Up**, press and hold **Down** and release **X**. You'll hear a voice say, "You are on the wrong team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold **C**, then **B**, then **A**, then **Up**, then **L**. Next, release **A**, then **C**, then **L**, then **Up**. You'll hear a voice say, "Black hole engaged." With this code in place, start the game and use the following commands to skip to different levels: Skip ahead one level: Hold **A**, **B**, **C** and **Up** and press **L**. Skip back one level: Hold **X**, **Y**, **Z** and **Up** and press **L**.

BUG!

Stage Skip

Press **START** at the first title screen to bring up the words "Start Game" and "Options". Now press **B**, **A**, **B**, **Y**, **Down**, **Right**, **A**, **L**, **Down**. (The **L** represents the button on top of the controller, not **Left** on the D-pad.) You'll hear the Bug yell, "Yikel!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the **L** button at any time and press **Up** on the D-pad. To warp to the previous stage, just hold **L** and press **Down**.

CLOCKWORK KNIGHT

999 Lives

At the title screen, press **Up**, then **Right** nine times, **Down** six times, **Left** seven times, **Z**, **X**, **Y**, **Y**, **Z**.

Stage Select

Press **Left**, **Up**, **Right**, **Down**, **Down**, **Right**, **Right**, **Up**, **R** while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betsy's Room" will appear; press **Up**

or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left**, **Right**, **Right**, **Up**, **Right**, **Right**, **Up**, **Down**, **Right**, **Right**, **Up**, **R** to add a "Last Boss" option to the list.

CLOCKWORK KNIGHT 2

Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z** five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up**, **Up**, **Right**, **Right**, **Down**, **Left**, **Left**, **X**, **Y**, **Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Down**, **Right**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**, **Down**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Up**, **Right**, **Up**, **Down**, **Up**, **Left**, **Up**, **Left**, **Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any room, then use the **X** and **Z** buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Up**, **Down**, **Up**, **Right**, **Left**, **Up**, **Right**, **Left**, **Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Screens

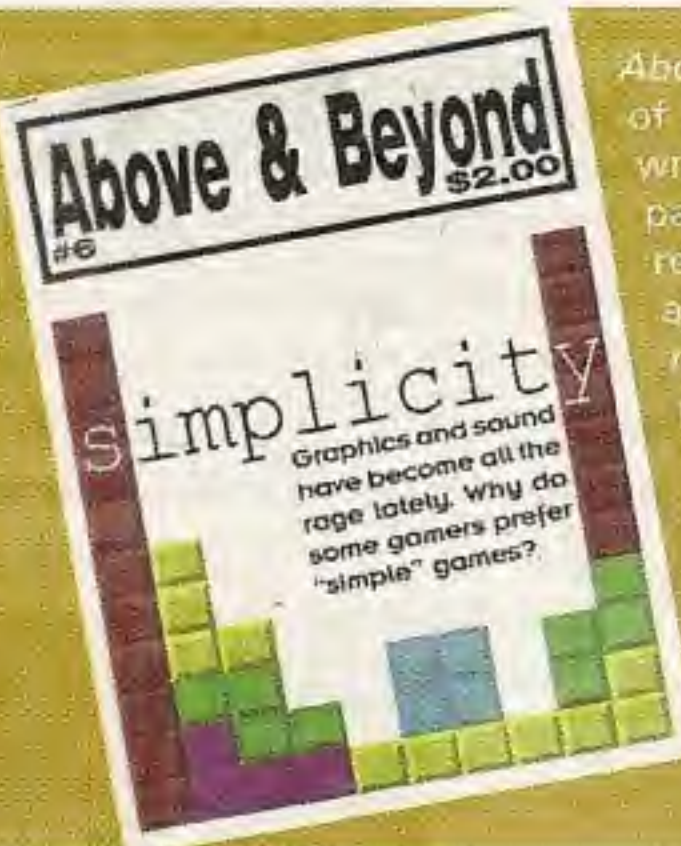
Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get this code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spotlight appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left**, **Right**+**B**+**C**, **Right**+**B**+**C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2. Here are the controller commands:

- D-pad Left, Right**—Move the boss left or right
- D-Pad Up, Down**—Move the boss closer or farther away
- Z, C**—Move the boss up or down
- A, B, Y, L, R**—Make boss noises
- X**—Toggle the room light on or off

Fanzine Patrol



Above & Beyond has all of the ingredients of a soon-to-be-classic fanzine: excellent writing, an attractive layout, a meaty five-page letters section, personalized game reviews and thought-provoking feature articles on game design, fandom and more. However, the thing that really puts issue #6 over the top is the insightful "Battle of the Fanzines" article, which actually recommends *Tips & Tricks* magazine ("every serious gamer should try a copy") over such industry biggies as *EGM* ("really gone downhill"), *Game Fan* ("leaves much to be desired"), *Game Players* ("hardly anything going for it") and even

GamePro ("one you can safely pass by at the newsstand without a second thought"). Gee, thanks, guys, we're blushing! All we can say in response is...well, that every serious gamer should try a copy of *Above & Beyond*. How's that for repaying a favor? Seriously, this is a fresh 'zine that captures the flavor of some of the more outrageous video-game fanzines of the early '90s, but a little more tastefully and coherently. Subscriptions are \$8 for six bi-monthly issues, or send \$4.50 for a three-issue trial subscription to Tom Donoho at *Above & Beyond*, 1804 Tony Lane, Wichita, KS 67212-1578. Oh, and tell him you read about it in *T&T*.





If you press the **START** button on Controller 2, the computer will take over and go after Pepperouchau again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the **START** button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2. Here are the controller commands:

D-pad **Left, Right**—Make the boss face left or right

A—Make the monkey beat his chest

B—Pick up Pepperouchau and slam him to the ground (if you're close enough)

C—Jump into the air and land on Pepperouchau

COLLEGE SLAM

Secret Teams

At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.

Vs. Screen Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**

Max. Power—**C, Down, C, Right**

Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**

Power-Up Turbo—**Down, C, Down, Down, Up**

Power-Up Offense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, C, C, C**

Power-Up Dunks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, C, Up, B, Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, C, Down, C, Down, C**

Teleport Pass—**Right, Right, Right, Up, Up, Up**

High Shots—**Up, Up, Up, Up, Up, Up, Down**

Speed-Up—**Right, Right, Right, Right, Right, Right, Left**

Display shot percentage—**Up, Up, Up, B, B, B**

Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

CYBER SPEEDWAY

Hide Gauges and Meters

At any time during a race, press **A + B + C** simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

DARIUS GAIDEN

Extra Credits

At the "Game Start/Option" screen, press **X, A, L, R, Left**, then hold **L** and press **X, C, Z, A**,

Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mega Fire

Also at the "Game Start/Option" screen, hold **B**, then press **Y, Right, Left, X, Z, L, R**. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold **X**, then press **Z, C, L, B, Left, R, L**. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal".

DAYTONA USA

Extra Time

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the **X** button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Dance

On the expert track, as you approach the Jeffrey statue, push the **X** button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in the time trials by yourself.

Karaoke Mode

In "Arcade Mode," hold **Up** on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press **Up** to make the words to the *Daytona* theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L, R, C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X, Z, A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the *Daytona* CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A.B—Main theme from *After Burner*

KAG—"Maximum Power" from *After Burner*

KOU—Title theme from *Alex Kidd*

SAO—"Break Out" from *Alien Storm*

JIM—Title theme from *Alien Syndrome*

ANI—"Rise From Your Grave" from *Altered Beast*

YAM—"Choice" from *Blaxeed*

BNB—Theme from *Bonanza Bros.*

YOJ—"BGM A" from *Bonanza Bros.*

YAN—"Filthy" from *Columns*

IGA—"Select" from *Columns 2*

KOS—"King of Speed" from *Daytona USA*

LGA—"Let's Go Away" from *Daytona USA*

SKH—"Sky High" from *Daytona USA*

P.P—"Pounding Pavement" from *Daytona USA*

DST—"Beat Away" from *Dunk Shot*

KAO—"Toast!" from *Dunk Shot*

H.S—"A.H.I.R.U" from *Dynamite Dux*

E.R—Main theme from *Enduro Racer*

MAS—"BGM 2" from *Enduro Racer*

EXN—"BGM A" from *Exhaust Note*

YUI—"Good! Let's Go!" from *Flashpoint*

GLC—"Air Battle" from *G-LOC*

NAG—Opening theme from *G-LOC*

G.F—"Beyond the Galaxy" from *Galaxy Force*

HSB—"Defeat" from *Galaxy Force*

GDA—"Wilderness" from *Golden Axe*

GPR—"Time Attack" from *GP Rider*

H.O—Main theme from *Hang-On*

K.T—"Advertise" from *Hang-On*

SHO—"Sprinter" from *Super Hang-On*

M.M—"Outside a Crisis" from *Super Hang-On*

KEN—Title Demo theme from *Line of Fire*

UME—"MJ-Dance" from *Michael Jackson's Moonwalker*

.KK—"Theme of Kouchi" from *Original*

O.R—"Magical Sound Shower" from *OutRun*

TOR—"Rush A Difficulty" from *Turbo OutRun*

OSI—"Vivacious" from *Turbo OutRun*

ORS—"Adventure" from *OutRunners*

P.D—"Like the Wind" from *Power Drift*

ISO—"Poker Face" from *Power Drift*

QTT—"BGM 1" from *Quartet*

MIT—"Earth Frame G" from *R360*

TRS—"Earth Frame G" from *R360*

R.M—"Soup Up" from *Rad Mobile*

OKA—Theme from *Rent-A-Hero*

KAZ—"BGM 1" from *Scramble Spirits*

SDI—"System Down" from *S.D.I.*

MMM—"Blue Moon" from *S.D.I.*

S.H—Main theme from *Space Harrier*

S.C—"Game Start" from *Stadium Cross*

S.F—Opening theme from *Strike Fighter*

ASA—"Funky Bomb" from *Strike Fighter*

SMG—"Advertise BGM" from *Super Monaco G.P.*

AO—"Name Entry" from *Super Monaco G.P.*

VMO—Theme from *Sword of Vermilion*

TET—"Tetrimix" from *Tetris*

T.B—"Burning Point" from *Thunder Blade*

NAK—"Type 2" from *Thunder Blade*

TAK—"Type 3" from *Super Thunder Blade*

AKJ—"Advertise" from *Virtua Cop*

DEK—"Advertise" from *Virtua Cop*

V.F—"Akira Stage" from *Virtua Fighter*

A.Y—"Akira Stage" from *Virtua Fighter*

J.B—"Jacky Stage" from *Virtua Fighter*

S.B—"Sarah Stage" from *Virtua Fighter*

PAI—"Pai Stage" from *Virtua Fighter*

K.M—"Kage Stage" from *Virtua Fighter*

W.H—"Wolf Stage" from *Virtua Fighter*

J.M—"Jeffrey Stage" from *Virtua Fighter*

LAU—"Lau Stage" from *Virtua Fighter*

VFT—"Lion Stage" from *Virtua Fighter 2*

V.R—"Polygonic Continent" from *Virtua Racing*

DECATHLETE

Tumble Racing

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left, Right, Left, Right, X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.

Hop On One Leg

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up, Left, Down, Right, X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

EARTHWORM JIM 2

Infinite Energy

Press **START** to pause the game at any time during play, then press **Left, A, Z, Y, Down, A, Y, Down**. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.

Infinite Lives

Press **START** to pause the game at any time during play, then press **Y, A, Right, Down, Down, A, Left, Right**. Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out.

F1 CHALLENGE

Change Starting Position

Start a game in Arcade mode. Immediately after you choose your car, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes; when the race starts, you'll be in the position you chose:

First Place—Hold **L + X + Y + Z** and press **START**

4th Place—Hold **L + X + Y** and press **START**

7th Place—Hold **L + X + Z** and press **START**

10th Place—Hold **L + X** and press **START**

13th Place—Hold **L + Y + Z** and press **START**

16th Place—Hold **L + Y** and press **START**

19th Place—Hold **L + Z** and press **START**

22nd Place—Hold **L** and press **START**

Change the Number of Laps

As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:

1 Lap—Hold **R + X + Y** and press **START**

2 Laps—Hold **R + X + Z** and press **START**

3 Laps—Hold **R + X** and press **START**

4 Laps—Hold **R + Y + Z** and press **START**

5 Laps—Hold **R + Y** and press **START**

6 Laps—Hold **R + Z** and press **START**

7 Laps—Hold **R** and press **START**

9 Laps—Hold **R + X + Y + Z** and press **START**

GALAXY FIGHT

Boss Code

Highlight "Vs. Mode" at the main menu, then press and hold **L, R** and **Y** on both controllers. While holding those six buttons down, press **START** on Controller 1. When the character-select screen appears, you'll find four additional characters to choose from: Bonus, Yacopu, Rouwe and Felden.

Taunt Select

To choose which taunt your character speaks at the end of a match, just hold the **A, B** or **C** button; each one corresponds to a different taunt.



The return of *Paradox* to video-game fandom is great news for those of us who remember Chris Johnston's work from before he went "pro" as a contributor to *EGM*. Johnston and Jason Whitman hadn't published a new issue for two years, but then #18 arrived at the *TIPS & TRICKS* offices during the summer. We recently received issue 19, and you'd swear these guys haven't missed a beat. The contents are more varied than those of the average "zine": inside, you'll find features that discuss on-line video-game fandom, similarities between the success of the NES and that of the PlayStation and even a blow-by-blow replay of the sins

of Atari Corp. We got all misty-eyed when we read the "Vortex Retro" profile of *MASTER Minds*—one of the late, great gaming "zines"—but we were able to wipe the tears away in time to catch a minor boo-boo in the "Neo Fan Quiz", which asks the name of the Genesis game in which Sonic the Hedgehog appeared but was not produced by Sega. Our guess was Domark's *F-1*, but the answer given was *Crusader of Centy*, which was published by Atlus but was developed by Sega in Japan. Oh well; you should still send \$1 for a sample issue to Chris Johnston at *Paradox*, 315 E. 11th Ave, Naperville, IL 60563-2768.





GAME SHARK

Play Japanese Discs

Normally, the American Saturn cannot be used to play Japanese Saturn software; the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Enhancements. Now hold down the X, Y and Z buttons and press START; the game will magically load just as if it were being booted on a Japanese Saturn.

GEX

Password

Final battle with Rez—C Z Y D R H Y P

Stage Skip

At any map screen, press START, then, while the game is paused, hold the R button and press START, Right, Right, Down, Right, Up, L, A, Left, Left. All of the stages on the current map screen will be opened.

Cheat Codes

While inside any of the game's stages, press START, then, while the game is paused, enter any of the following codes for different effects:

99 Lives—Hold R and press Up, Up, Down, Right, A, Down

Invincibility—Hold R and press B, A, Down, A, Down, Down, Down, Up, Down, Right

Super Speed—Hold R and press Right, X, L, Right, A, Down, START, Right, Right, Down

High Jump—Hold R and press Down, Up, START, Right, Right, Down, L, Right, START

Fire Shots—Hold R and press C, Up, Right, Right, Y, B, Up, Right, Up

Ice Shots—Hold R and press Right, Y, Right, Down, Right, Right, B, Left, Up, Right

Electric Shots—Hold R and press Down, Up, START, Right, Right, Z, A, START, START, Right, Right

GOLDEN AXE: THE DUEL

Vs. Mode Shortcut

When playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works: When a match is over and the words "Wins" appears on the screen (e.g. "Keel Wins"), press START to pause the game, then press the L button. A small menu will appear that allows you to choose the fighters for the next battle. Select your characters, then hit L again and unpause the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character-select menu, you'll go straight into another match with the characters you chose from the mini-menu.

Magic Attacks

To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, push X+Y+Z to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right; if you're facing left, just reverse the left/right commands.

Kain Blade's "Firestorm": → ↓ ↘ → ↗ + X, Y or Z

Milan Flare's "Bloody Tempest": Hold ↓, then ↘ → ↗ + A, B or C. Press ↓ + X, Y or Z on the way down.

Gillius Rockhead's "Jaw Break": → ↘ ↓ ↙ ↗ + X, Y or Z

Zoma's "Dark Carnival": ↓ ↘ → ↓ ↘ → + X, Y or Z

Jamm's "Spirit Summons": Hold ←, then → ↓ ↘ + X, Y or Z

Doc's "Shockwave": → ↘ ↓ ↙ ← + X, Y or Z

Panchos' "Blast Wave": ← ↙ ↓ ↘ → ↗ + any Kick button

Green's "Mammoth Slam": → ↘ ↓ + Z (while jumping in)

Keel's "Insanity Winds": ↓ ↙ ← ↘ ↙ ← + X, Y or Z

Death Adder's "Falling Sky": ↓ + C (in the air)

GUARDIAN HEROES

Cheat Mode

To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the X, B and Z buttons. Here's the tricky part: While holding those buttons down, press and continue to hold Down on the D-pad, then quickly tap the A button while the "DIP Switch" option is highlighted. Note that you must tap the A button before the cursor starts to move down again—remember that you're still holding X+B+Z+Down—and you must release the A button immediately after you press it, before the DIP Switch menu appears.

If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Disp." option on to see the experience levels of all enemies in the Story Mode. With the "Next Exp. Disp." option on, you'll get a red-and-black "Next" indicator on the screen in Story Mode that saves you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option; turn this on to gain access to the following features:

- A "Test Mode" option will appear at the Options menu; this allows you to see any of the game's seven different endings.

- In Story Mode, when the character set-up menu appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.

- In Story Mode, a stage-select menu will appear after you choose your character.

- In Story Mode, you can refill your life points at any time by holding X+Y+Z and pressing Up. (If you hold X+Y+Z and press Down, you'll die instantly.)

- In Story Mode, you can skip to different scenes using the following commands:

Hold R and press START to skip ahead one event

Hold R+A and press START to skip ahead two events

Hold R+B and press START to skip ahead three events

Hold R+C and press START to skip ahead four events

Hold L+R and press START to skip back one event

Hold L+R+A and press START to skip back two events

Hold L+R+B and press START to skip back three events

Hold L+R+C and press START to skip back four events

- In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.

- In Story Mode and Vs. Mode, if you pause

the game and tap the L button, you will see boxes drawn around the characters that show how the game's collision detection works; if an enemy touches the box, it registers a hit. If you pause and tap L a second time, the boxes will be three-dimensional. Pause and tap L a third time to remove the boxes.

- If you have both the "Debug" and the "Next Exp. Disp." options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

GUNGRIFPON

Cheat Codes

Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are flashing yellow and white. Each of these codes ends with the START button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the B button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly.

Invincibility—Left, Right, B, C, C, START. Entering this code will make you invincible.

Stage Select—Y, Y, A, Y, Y, START. With this code in place, you'll be able to choose any stage in the Main Game.

Infinite Jumping Ability—Up, Right, Down, Left, Z, START. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like.

Infinite Ammunition—B, B, B, C, START. This code gives you infinite 120mm ammunition for your main gun; the weapon status window will always show 80 rounds remaining no matter how many times you fire.

See the Ending—Down, Up, Right, A, Left, START. Enter this code, then choose "Main Game" to see the ending sequence.

Tackle Attack—Right, Right, B, C, A, START. This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.

Double Hit Points—X, Y, Z, Up, Down, START. Your initial hit points will be doubled. This code also doubles your maximum hit points.

Turret Lock—B, B, B, Up, C, START. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the L button.

Change Height—Down, Left, C, C, START. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press Z on Controller 2 to go up, C to go down or A to reset to the default height.

Disable Targeting Cursor—Left, Right, C, A, START. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—B, B, B, Down, C, START. This makes the game more difficult by disabling your mech's radar systems.

Hard Mode—Down, C, C, A, START. This makes the game much more difficult; your enemies will shoot at you much more aggressively.

Silly Controller 2 Codes

During the game, press Right, Right, X, B, A, L, L, L, R on Controller 2 to activate the programmers' debugging display, a bunch of basically useless numbers that appear on the screen. With the code in place, press Y on Controller 2 to toggle between three differ-

ent settings, the best of which is "off". Also on Controller 2: In Stages 1 and 10, if you press the C button rapidly many, many times, the windmills will eventually begin to turn faster and faster.

HANG-ON GP

Access All Courses

Access the Option menu and highlight any icon. Next, press B to return to the main menu, then press R, R, L, R, R on top of the controller; you'll hear a xylophone sound to confirm the code. Now you can race on the previously-unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way)

If you've finished all 36 heats in *High Velocity*, you can access a top-secret hidden vehicle by entering the "Full Counter" course and choosing "Turn Left." You'll see a black Porsche sitting next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way)

Go to the car select screen and highlight car type "F", then hold the L, R and Y buttons and press Right. The Porsche is now available without all the hard work. With the Porsche highlighted, hold L, R and Y again and press Right to find yet another secret vehicle, a diesel truck.

Secret Course

At the "Mode Select" menu, highlight every available option and press the B button at each one, one at a time. When you press B at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial". When the "Course Select" menu comes up, highlight any of the three tracks, hold the X button and press A. You'll be sent to a secret rooftop course with no specific path from start to finish. The background scenery will match that of the track you highlighted at the "Course Select" menu. Press the Y button to get a pop-up window with an overhead view.

THE HORDE

Cheat Codes

Press START to pause the game, then enter any of the following cheat codes. The effects will appear when you press START to unpause:

Invincibility—B, Up, Right, Down, A, Down, A, Right

Double speed—B, Right, A, B

Infinite continues—A, Down, Right, A, Down

Show entire map—Left, A, Up, Down, B, A, A, B

30,000 Crowns (money)—Left, A, A, B, Left, A, Right, Down

All Items available—B, Right, A, Left, Left, Down, Right, A, A, Left

Game does not end when village is destroyed—A, Down, Down, Right, A, Down

Skip to Next Level—Down, A, Left, Left, Down, A, A, Right

Watch all video scenes—Right, A, Left, Left, A, Up, B

IRON STORM

Multiplayer Campaign Mode

When you play *Iron Storm* in Campaign mode, you can't use the "CPU/User Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, just access the "Sound"

Tanzine Patrol



Of all the video-game fanzines currently in publication, Tim Duarte's *2600 Connection* is one of the longest-running. (It's also a personal favorite of *T&T* Editor in Chief Chris B.) It's not a 'zine for the average gamer, as its sole editorial focus is on the Atari Video Computer System (a.k.a. 2600), the classic console which dominated the early '80s the way the NES dominated the late '80s. If you're at all interested in this system as a player or collector, you can't afford to miss an issue, as *The 2600 Connection* has really been on a roll! It seems like every new edition brings important news about the discovery of a never-before-seen

prototype game—like Parker Brothers' *Star Wars: Ewok Adventure*, Atari's *Save Mary* or 20th Century Fox's *Alligator People*, to cite a few recent examples. Other positive features include the classified ad section and the razor-sharp screen shots; they may be in black-and-white, but you've never seen clearer photos of classic video games in print. This is also one of the most reliable fanzines out there in terms of meeting mail deadlines; Chris B. says it's never late. You can try a sample copy by sending \$1.50 to Tim Duarte at *The 2600 Connection*, 8 Jerina Dr., Fairhaven, MA 02719-5123; subscriptions are \$9 for six bi-monthly issues.





option from the System menu, go to the "Snd. Test" option and set the BGM to "5 UK". Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the C button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/User Options" to set up a multiplayer game.

Secret Attack Configuration Menu

When initiating an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the A button on Controller 2 immediately as this statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Hare" (normal) to "Yuki" (snow), "Ame" (rain) or "Kumori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "100" gives you the recommended camera setting for that battle.) We'll try to figure out what "Ruisseki" means by next issue.

LAST GLADIATORS DIGITAL PINBALL

Hidden "Victors" Table

At the title screen, after the words "PRESS START BUTTON" appear, press X, Y, Z, X, Y, Z, C, B, A, Up, Up, START. You'll warp immediately to the "Victors" table, a small pinball machine which actually leads to the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victors" table, use this code at the title screen instead: C, B, A, A, B, C, Y, Z, X, Down, Down, START.

Debug Menu

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen—when the words "PRESS START BUTTON" appear—press Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, R, START. You'll be sent to a strange debugging menu with different windows of information. The only thing you can play with is the small window that says "CPK" (actually, it says "CPK • Player" in Japanese.) Move the arrow/cursor to the "Mount" button and press A; you'll get a list of items in the window above it. To see or hear an item, highlight it with the cursor and A button, then point to the "Play" button and press A. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video scenes; most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode

At the title screen, after the words "PRESS START BUTTON" appear, press Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the X button and press Up; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing Up or Down on the D-pad, then press Z to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing Z when the corner number is set as follows:

- 00—Multiball
- 01—Roman Triumph
- 02—Retiarius
- 03—Bloody Arena (Two-Ball)
- 04—Chariot Races (Three-Ball)
- 05—Extra Ball Lit
- 06—Senator Mystery Lit
- 07—SPQR
- 08—Thracians
- 09—Empire
- 10—Gladiator Show

Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh...sorry.

To remove the numbers from the screen, hold X and press Down; while the numbers are gone, hold Y and press Up to pause or unpause the game without obstructing the screen, or hold Z and press Up repeatedly to step through the animation one "frame" at a time.

Secret Scene

Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch this hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

LOADED

Cheat Menu

During the game, press START to pause, then highlight the "BGM Volume" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete): L, Z, B, X, C, R. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing L at the pause menu.

MORTAL KOMBAT II

Cheat Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find Smoke, Jade and Noob Saibot.

NFL QUARTERBACK CLUB '97

Cheat Codes

At the main menu, choose "Play", then select a "Preseason" game. When the team-select menu appears, enter any of the following codes to get different cheats and tricks in effect:

- Landmine Mode—X, X, X, Z, X, X
- Fumbles—X, X, X, L, X, X
- No Fumbles—X, X, X, R, X, X
- Constant Turbo—X, X, Y, Y, X, Y
- Crappy Team—X, X, Y, R, X, Y
- Big Players—X, X, Z, Y, X, Z
- Small Players—X, X, Z, Z, X, Z

- Shadow Players—X, X, Z, L, X, Z
- Long Range (allow 100-yard throws and kicks)—X, X, Z, R, X, Z
- Super Slow Motion—X, X, L, Z, X, L
- Super Fast Game—X, X, L, L, X, L
- Super Team—X, X, R, Y, X, R
- Super Slippery—X, X, R, Z, X, R
- Short, Fat Players—X, Y, Z, Y, X, Z
- Tall, Skinny Players—X, Y, Z, Z, X, Z
- Eight Downs per Series—X, Y, L, Y, X, L
- Activate All Possible In-Game Cheats—X, X, R, R, X, R

Secret Teams

At the team select menu, press L, Y, R, R, L, R. This code adds over 100 secret teams to the available choices, including historical teams, Pro Bowl line-ups, Acclaim and Iguana teams, a '96 All-Rookie team, a '96 Cleveland Browns team and six special "game magazine" teams. Look for Nikos, Betty and the rest of the TIPS & TRICKS staff on the "VideoGames" team.

NHL ALL-STAR HOCKEY

Crazy Codes

To enable these codes, start a game in any mode. During the introductions—when the players are skating around on the ice prior to the start of the game—press L+R+X+Y+Z simultaneously, then release all the buttons. Once you've done this, you'll be able to enter the following codes during the national anthem to change the game.

- Press L+R during the national anthem for giant players.
- Press A+B during the national anthem for short players.
- Press A+Y+Z during the national anthem for upside-down players.
- Press X+Y+R during the national anthem for a spring-loaded puck. (When the puck is tipped or shot into the air, it will continue to bounce until it is touched.)
- Press A+X during the national anthem for a "black hole" at center ice. (A loose puck—if left untouched—will gradually be pulled into the center of the rink.)

Player Power-Up

To create a team of perfect players with fully powered-up attributes, choose the "Construct Player" option at the "Manage Rosters" menu. (If you have not already created a roster, you may need to do so before you will be allowed to access the "Construct Player" option.) Enter the new player's name, then advance to the "Player Construction" menu, where you'll see the default setting of 60 in each of the player's attribute categories. Now hold the A, B, C, X, Y and Z buttons down and press Up; you'll see the total in the "Point Pool" jump to 600. Use the extra points to give your new player a perfect rating of 100 in every category; you can create a whole team of superhuman players.

NIGHT WARRIORS DARKSTALKERS' REVENGE

Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press

B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options as follows:

- "Turbo" and "Auto Guard" allow you to disable the in-game speed and guard prompts that appear before each battle; if you set "Turbo" to "On", you'll always play at the turbo setting you chose at the Option Mode menu.
- "Max Round" lets you change the round counter from three to one or five.
- "BGM" gives you the opportunity to change the game's background music into the music from the original *Darkstalkers* game! Choose the "Random" setting to have the game randomly choose between the music from "Classic" *Darkstalkers* or the default *Night Warriors* music (called "Hunter" after the game's Japanese title, *Vampire Hunter*).
- "Scenery" lets you alter the colors of the game's backgrounds to match those of the original *Darkstalkers* game. Also, if you set this option to "Classic" and watch the game's introductory demo, you'll see the intro from the original *Darkstalkers* game.
- Like the previous two choices, "CPU Color" gives you the ability to choose characters with the "Classic" *Darkstalkers* colors.
- "Full Animation" will restore several insignificant frames of animation to certain characters' movements which were deleted from the default "Cut" setting.
- "BGM Test" lets you listen to the game's music.

"Pause" Code

At the "Option Mode" menu, highlight "Screen Size" and quickly press A, C, Y, Y, Up. You'll hear the clashing steel sound to confirm the code. Now start the game, and you'll find that when you press START to pause, the screen will not darken and the word "Pause" will no longer appear.

OFF-WORLD INTERCEPTOR EXTREME

Extra Money

At the Options menu, quickly press A, B, C, A, B, C, A, B, C, A, B, C, L. You should hear a voice to confirm the code; now you have lots of extra cash to upgrade your vehicle.

PANZER DRAGON

Space Harrier Mode

Start the Saturn with no disc inside to access the CD menu. Choose "System Settings" and switch to German at the "Language" menu. Next, start the game. Press START at the first title screen, then press Up, X, Right, X, Down, X, Left, X, Up, Y, Z while the words "Start Game" and "Options" are on the screen. You'll hear a laser-like sound; now start the game and you'll be able to play without the Dragon.

Infinite Continues

Press START at the first title screen, then press Up, X, Right, Y, Down, Z, Left, Y, Up, X while the words "Normal Game" and "Options" are on the screen. You will hear a laser-like sound; you will now have infinite continues.

Invincibility

Press START at the first title screen, then press L, L, R, R, Up, Down, Left, Right while the words "Normal Game" and "Options" are on the screen. The words "Invincible Mode" will appear on the screen.



Well, we just got a copy of the American version of *Fighting Vipers* for the Saturn. It's bad enough that the secret character, Pepsiman, was removed for the U.S. release, but the instruction manual continues Sega's heinous tradition of giving a bunch of American bug-testers full credit for the development of a game that was created entirely in Japan. What's up with that?



All Pepsiman Images: Copyright PEPSI-COLA JAPAN



Stage Select

Press **START** at the first title screen, then press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z** while the words "Normal Game" and "Options" are on the screen. A stage-select menu will appear on the screen.

Suicide Maneuver

Press **L, R, A, B**, and **C** all at the same time; your dragon will take a dive right away and the stage will start over.

Level 0

At the difficulty/options title screen, enter **Up, Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. If done properly, Level 0 will start automatically. Your strength continuously goes down and can only be replenished by hitting an enemy.

New Weapons

At the difficulty/options title screen, enter the code **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. To select a weapon, hold down one of the action buttons at the Episode 1 screen. Hold **A** or **X** for normal weapon, **B** for red lasers, **C** for sidewinders, **Y** for multi-shot, or **Z** for wide shot.

Dragon-Only Mode

First, enter the "New Weapons" code as shown above. Next, at the same screen, press **Left, Left, Right, Right, Down, Up, Down, Up, L** button, **R** button; you'll hear the confirmation sound again. Start the game to find that the dragon's rider has vanished. The dragon has no standard missiles; only the lock-on weapon will work.

Sega Logo Man

Have you ever noticed the man who changes into a Sega logo during *Panzer Dragoon's* demo mode? To get a closer look at the polygons that make up Mr. Sega Logo, grab Controller 2 as soon as he appears, hold the **X, Y** and **Z** buttons and press **START**. Now you can manipulate the image with Controller 2 as follows:

Right—Rotate screen clockwise

Left—Rotate screen counter-clockwise

A+Right—Rotate image clockwise

A+Left—Rotate image counter-clockwise

Down—Zoom in

Up—Zoom out

A+Down—Tilt backward

A+Up—Tilt forward

X or **Y**—Hold either of these buttons to change the character's shading

A+B+C—Reset to the initial position and shading

When you're finished playing with the polygons, press **START** on Controller 1 to return to the game. (For some reason, this trick may not work if you didn't have Controller 2 plugged in when you turned the Saturn on.) If you have already entered the "New Weapons" code (above) the Sega Logo guy will change into a woman.

PANZER DRAGON II ZWEI

Radar Change

At any time during the game, if you hold the **A** button on Controller 2, the radar will change from a top-down scanner to a side-view radar that shows how high your enemies are from the ground; you'll see a tiny triangle representing each foe.

PEBBLE BEACH GOLF LINKS

Secret Video Menu

Start a game of *Pebble Beach*, then hold **Right** on the D-pad, also hold the **X** and **Z** buttons and press **RESET** on the Saturn console. After the Saturn logo appears, you'll be sent to a hidden video debug menu that al-

lows you to watch any of the game's full-motion video sequences. Press **A** or **C** to start any scene; **B** brings you back to the menu.

Gallery Code

Start a game, hold **Down** and **B** button and press **RESET** on the Saturn console. When the game restarts, the gallery of spectators will always be there to watch you play, even if you're just practicing.

RAYMAN

Infinite Continues

When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

Infinite Lives

At any time during the game, press **START** to pause, then enter the following code while the word "PAUSE" is on the screen: Press and hold the **A** button, press **B+Right** on the D-pad simultaneously and release, press **R+diagonal Down/Left** on the D-pad and release, press **C+Y+Z** simultaneously and release, then release **A**. Press **START** to continue the game; you'll see that your life counter has jumped to 20. You can repeat this code at any time to keep your life counter maxed out at 20.

RISE 2: RESURRECTION

Boss Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—**Right, Right, Right, Up, Up, Down, Left, Left, Down, Down**.

Supervisor—**Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up**.

Assault—**Right, Up, Up, Right, Down, Right, Up, Up**.

Mayhem—**Left, Right, Down, Left, Up, Left, Down, Left, Down**.

Anil 8—**Up, Right, Down, Right, Right, Up, Left, Up**.

SEGA RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the **X** and **Y** buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lakeside" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. (Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.)

Secret Car

At the main menu, press **X, Y, Z, Y, X** on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lancia Stratos. (Press **Left** find the automatic Stratos at the Arcade car-select menu or press **Right** to choose a Stratos with manual transmission.)

SHELLSHOCK

Cheat Menu

Press **START** at the main menu, then—when the hangar appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Up, Down, Down, A, A, A**. A cheat menu will appear with three options:

• **LEVEL**: Press **C** to change the level number

to any of the game's 25 stages. When you press **B** to exit the cheat menu, enter the briefing room to start at the level you chose.

• **"INVUNERABILITY"**: Yes, it's a whopper of a spelling error, but this option will also make you invincible during the game if you turn it on with the **C** button.

• **FULL UPGRADES**: Press **C** to activate this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Props decides to break out some of those microwave ovens or VCRs he keeps telling you about.

SHINOBI LEGIONS

999 Shurikens

Visit the "Options" menu and move the pointer to the "Shurikens" option. Now hold the **L** and **R** buttons on top of the controller and press **C, A, B**. The number of Shurikens will change to 999.

99 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press **A, Z, B, Y, C, X, START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 99 lives in reserve.

Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press **A, B, C, B, A, START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in reserve and only one hit on your energy bar.

Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press **A, B, A, B, C**. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage followed by "-1". To change the number, press **Left** or **Right** on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

SKELETON WARRIORS

Invincibility

At any time during the game, press **START** to pause, then press **C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y** ("crazy lard baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

Infinite Lives

At any time during the game, press **START** to pause, then press **B, A, Down, B, A, Left, Down, Right, Y, Up** ("bad bald Ryu"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives maxed out—as if you could ever use up 99 lives.

Infinite Crystals

At any time during the game, press **START** to pause, then press **Left, A, Z, Y, C, Right, A, B, B, Y, Down, A, Down, Down, Y** ("lazy crabby daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the **Z** or **C** button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Stage Select

At any time during the game, press **START** to pause, then press **Left, Up, C, C, Y, Left, Up, C, C, Y**. Press **START** again to return to the

game, then hold **A + B + C** and press **START** to reset. Now choose "Options" from the title screen; you'll find a new stage-select option called "Test Start" at the top of the menu.

SLAM 'N JAM '96

FEATURING MAGIC & KAREEM

Secret Cheats

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **C** or **START**; as soon as the screen starts to fade to black, immediately enter one of the following codes:

Big Head Mode: Tap the **X** button quickly and repeatedly until the tip-off.

Tiny Player Mode: Tap the **Z** button quickly and repeatedly until the tip-off.

Shot Percentage Indicator: Press the **L** button and hold it down until the tip-off.

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Shot Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk.) This number tells you how likely the shot is to go in.

SOLAR ECLIPSE

Cheat Codes

Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/Sound/Abort Mission" menu is on the screen:

Invincibility: **Right, Down, Down, Left, Right, A, START, C, A, Left**

Ammo re-supply: **Right, Down, Down, Left, START, C, Up, Down**

Scatter weapon: **Right, Down, Down, Left, START, A, Left, A, Down**

Energy Sponge: **Right, Down, Down, Left, B, Up, START, Y**

Secret undersea level: **Right, Down, Down, Left, START, Up, B**

Secret "Corkscrew" level: **Right, Down, Down, Left, START, C, Right, Up**

Secret "Trench" level: **Right, Down, Down, Left, Right, Right, Down, Down**

Secret "Fade to Black" level: **Right, Down, Down, Left, X, Y, Z, Z, Y**

Secret "Chowder" level: **Right, Down, Down, Left, Y, Down, Down, Up, Right, C**

Secret "Heads Up" level: **Right, Down, Down, Left, C, Right, A, Z, Y**

Secret "Horde" level: **Right, Down, Down, Left, C, Up, Down**

Secret "Off-World" level: **Right, Down, Down, Left, Right, A, C, Y, C, A, Right**

STREET FIGHTER ALPHA

Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight **Ryu**, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose **Ryu** with the **Jab** button (the default is **X** on the Saturn.)

Player 2—Highlight **Ken**, hold the **L** and **R** buttons on top of the controller and press **Up, Up**. Now release the top buttons and press **Up, Up** again, then choose **Ken** with the **Fierce** button (the default is **Z** on the Saturn.)

When the fight starts, the screen will say, "Here comes a new challenger!" and **M. Bison** will jump in to challenge both **Ryu** and **Ken** to a two-on-one battle. It sounds easy, but it's



If you're one of the proud owners of *Worldwide Soccer '97* for the Saturn, you know that you possess one of the finest soccer games ever produced. What you may not know is that it



originated from Sega of Japan, which developed the game with a Japanese Soccer league license. The *J-League* enjoys tremendous popularity; it was formed about three years ago to co-

incide with the World Cup fever. The Japanese version is called *Victory Goal '96* and features an entirely different opening cinema. There are also two announcers in *VG '96* who combine



for some of the finest play-by-play commentary in any video game. The American version also has very good commentary and features international teams.



more challenging than you might think because of the fact that Ken and Ryu share the same energy bar.

Fight Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered *very quickly*. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L button and press Left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

M. Bison (Player 2)—Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then X+Y simultaneously.

To choose the alternate-color Bison, end the code by pressing A+B simultaneously instead of X+Y.

Akuma (Player 1)—Hold the L button and press Left, Left, Left, Down, Down, Down, then X+Y simultaneously.

Akuma (Player 2)—Hold the L button and press Right, Right, Right, Down, Down, Down, then X+Y simultaneously.

To choose the alternate-color Akuma, end the code by pressing A+B simultaneously instead of X+Y.

Dan (both players)—Hold the L and R buttons and press Y, X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun-Li

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the START button for at least three seconds, then press any button to choose her before releasing START. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

Play as "Classic" Zangief

At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Rose, Birdie, Charlie, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, Zangief. Now press and hold START for one second, then press an action button to choose Zangief before releasing START. Now Zangief plays the way he did in *Street Fighter II Champion Edition*; no air blocking, no Super moves, but a more powerful Piledriver. The D-pad directions for the above pattern is as follows: Start at Zangief, then Down, Left, Left, Left, Left, Up, Up, Right, Right, Right, Right, Down.

Play as "Classic" Dhalsim

At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold START for one second, then press an action button to

choose Dhalsim before releasing START. Now Dhalsim plays the way he did in *Street Fighter II Champion Edition*, with no air blocking and no Super moves. The D-pad directions for the above pattern is as follows: Start at Dhalsim, then Left, Down, Right, Up. Play as "Evil" Ryu

At the character-select screen with the "shortcut" turned off, highlight Ryu, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Akuma, Adon, Ryu. Now press and hold START for one second, then press an action button to choose Ryu before releasing START. Now Ryu has powers similar to Akuma's. The D-pad directions for the above pattern is as follows: Start at Ryu, then Right, Up, Down, Left.

Play as "Shin" (True) Akuma

At the character-select screen with the "shortcut" turned off, highlight Akuma, hold the START button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma. Now press and hold START for one second, then press an action button to choose Akuma before releasing START. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down.

Fight Against "Shin" (True) Akuma

Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the START button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, B, Down, Z, Right, X, Left, Y as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

ULTIMATE MORTAL KOMBAT 3

Ultimate Kombat Kodes

To activate three hidden characters in the Saturn version of *Ultimate MK3*, access the "Ultimate Kombat Kode" screen by playing the game in one-player mode and losing.

When the screen appears, enter any of the following codes with the A, B, C, X, Y and Z buttons quickly before the timer expires: Mileena (700-723): Press X seven times, A seven times, B twice and C three times.

Ermac (964-240): Press X nine times, Y six times, Z four times, A twice and B four times. Classic Sub-Zero (760-520): Press X seven times, Y six times, A five times and B twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play

To earn infinite continue credits, wait for the copyright screen to appear at the beginning of the game and quickly press Up, Up, Right, Right, Left, Left, Down, Down. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press C, R, A, Z, Y, C, Y, R, A, X. You'll hear Shao Khan laugh to confirm the code; make sure you hear him laugh twice, because he usually laughs once at this screen anyway. Now when the stone-turning menu appears, highlight, "Kombat" and press Up; a secret "?" option will appear. Press any button to find the secret "Cheats" menu; turn on the "Free Play", "Ermac", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'd get from Ultimate Kombat Kodes and Free Play code above; turn off "Fatality Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

VIRTUA COP

Secret Cheat Code

If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victorious. If you haven't, here's how to get them the easy way: During the opening demo, wait for the Sega logo to appear on a white background, then hold the C button on Controller 1 and press Up, Down, Left, Right, Down, Up, Right, Left, Up, Up, Left, Right, Up. You should hear three separate gunshots at different times during the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "Mirror Mode," check game stats with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game; simply press the START button to pause, then press the Reload button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the X, Z and B but-

tons. Hold them down until the screen changes; instead of starting the next stage, you'll warp directly to the ending sequence. *Extra Name Entry Time*
At the "Name Entry" screen, shoot at the "b/s" (backspace) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to enter your initials.

VIRTUA FIGHTER

Boss Code

At the character select screen, quickly press Down, Up, Right, then A+Left. You'll hear a "swish" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—press Up 12 times, then press START and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press START; you'll find a hidden Stage Select/Stage Size menu.

Alternate Character-Select Menu + Boss Code

When a "Vs." match is ending, hold the L and R buttons for a simplified menu that reduces disk access time. If you go to the title screen first, quickly press Up 17 times and immediately press START, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold Down/Right, C, Y, L and R at the title screen and press START.

Watch the Credits

Hold the A button down during the opening demos to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight Akira and press Down, Up, Right, then A + Left simultaneously. To select gold Dural, highlight Lion and press Down, Up, Left, then A + Right simultaneously. Both of these codes can be used by both Player 1 and Player 2.

VIRTUA FIGHTER KIDS

Gold and Silver Dural

See the instructions under *Virtua Fighter 2* above.

Punch-Out!! Mode

First, beat the game with the difficulty set at "Hard". Once you've done this, start a game in Arcade mode. At the character-select screen, hold the L and R buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wireframe mode, similar to Nintendo's *Punch-Out!!* game.

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

WORMS

New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press C, Z, Z, C, Z, Z, C, Z, Z. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game.

As you can see from these photos, all of the real uniforms of the J-League have been meticulously recreated for the rendered characters. Some of the teams that are showcased include the Shimizu S-Pulse, Yomiuri Verdy, JEF



United and Antlers. EA Sports' *FIFA Soccer* series incorporates international leagues into their games, including the real-life Italian, German, British and newly-formed American league.



Unfortunately, the J-League has yet to be included in a soccer video game released in America; the problem stems from licensing restrictions posed by the J-League, who nonetheless are showcased in no less than 15 different soccer games each year in Japan. In any case, enjoy these screens and catch soccer fever!



ADVENTURE ISLAND

Stage Select

At the title screen, after Higgins gets hit by the coconut, press **Right, Left, Right, Left, A, B, A, B** to access a "World Select Mode" menu.

Power-Ups

At the title screen, enter **0894** as your password and select OK. You will have 99 of each item.

BATTLE ARENA TOSHINDEN

Text Debug Mode

When the Takara logo appears at the start of the game, press **B, A, Left, Right, B, A, Down, Up, B, A**. You'll hear a signal to confirm the code and you'll be sent to a secret menu where you can read all of the text that appears in the game.

Boss Code

After the Takara logo disappears at the start of the game, a picture of Ellis will appear. When you see her, press **Up, Down, A, B, Right, Left, A, B**. You'll hear a signal to confirm the code; now when you start the game, you'll have four additional characters to choose from: the bosses Uranus, Sho, Gaia and Gaia II.

BATTLEROADS IN RAGNAROK'S WORLD

Five Extra Toads

At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three.

BIONIC COMMANDO

Re-equip

To return to the skies to re-equip, hold **START**, then press **A** and **B** simultaneously.

BLADES OF STEEL

Sound Test

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START**.

BOXXLE

Passwords

Level 1, Room 10—**B ♠ X W**
Level 2, Room 10—**D ♠ X X**
Level 3, Room 10—**G ♠ X Y**
Level 4, Room 10—**H ♠ X Z**
Level 5, Room 10—**J ♠ X I**
Level 6, Room 10—**K ♠ X ?**
Level 7, Room 10—**L ♠ X 0**
Level 8, Room 10—**M ♠ X 1**
Level 9, Room 10—**N ♠ X 2**
Level 10, Room 10—**P ♠ X 3**
Level 11, Room 8—**Q ♠ X T**

See the Credits

At the title screen, hold **Up + A + B** until the names appear.

BUBBLE BOBBLE PART 2

Stage Select

Enter **5 ▸ V** as your password, then press the **START** button. A stage-select menu will appear on the title screen.

COLLEGE SLAM

Power-Up Codes

Perform each of the following cheats at the "Tonight's Match-Up" screen.

Shot Percentage display: Press **Down, B, Up, Up** and **Down**.

Powerup 3-Pointers: Press **Down, Up, Up, Down, Left, Right, Left**.

CONTRA: THE ALIEN WARS

Stage Skip

Enter the password **H2F2**, then start the game. When you want to skip a stage, press **START**; instead of activating the "pause" feature, you'll be warped to the next stage.

DAEDALIAN OPUS

Stage Select

Enter the password "ZEAL" to access a stage-select menu.

DICK TRACY

Passwords

Stage 2—**4 9 7 3 0**
Stage 3—**6 4 6 0 8**
Stage 4—**5 9 7 1 5**
Stage 5—**5 6 1 1 5**

DRAGONHEART

Passwords

Stage 2—**B C D L S T**
Stage 3—**D C L T S B**
Stage 4—**L C T B S D**
Stage 5—**C B L S B T**
Stage 6—**T T S C D C**
Stage 7—**S D C D T S**
Stage 8—**B V D V S C**

ELEVATOR ACTION

Bonus

When you open the doors marked with a "?" and leave, you end up with an item that appears to have been randomly chosen. The item you receive is determined by the hundreds digit of your score. Below is a list of what your prize will be if you enter a Question Mark Door:

Digit 0 or 1: Shotgun
Digit 2 or 3: Machine Gun
Digit 4 or 5: Pistol
Digit 6 or 7: Grenade
Digit 8 or 9: Heart

FINAL FANTASY

Extra Sounds

Select the Continue option at the title screen. Highlight any saved files past level 57. Press **B** to return to the title screen. Hold **SELECT, B** and **START** to access a Sound Test menu.

FINAL FANTASY LEGEND II

Sound Test

At the title screen, press **SELECT, B** and **START** at the same time.

THE HUNT FOR RED OCTOBER

Stage Select

At the title screen, press **B, SELECT, Left, Right, START** to access a "Starting World" menu.

Start With 25 Missiles

At the map screen, while your course is being shown, hold **A + B** and press **Up, Down** to start that stage with extra missiles.

Start With 25 Subs

At the map screen, while your course is being shown, hold **A + B** and press **SELECT, Up, Down** to start that stage with extra submarines.

JUDGE DREDD

Stage Select

At the title screen, press **A, Left, Right, Left, Right, B**, then press **START**. A stage-select menu will appear.

THE JUNGLE BOOK

Cheat Menu

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press **Up, Down, Left, Up, Down, Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the

game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character; then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**. You'll immediately skip to the next stage.

MEGA MAN IN DR. WILY'S REVENGE

Passwords

Cut Man defeated—**A1, B3, C4, D3, D4**
Elec Man defeated—**A2, A4, B3, D1, D2**
Ice Man defeated—**A1, A2, B2, B3, D4**
Fire Man defeated—**A1, B1, B2, C4, D2**
Fire Man and Cut Man defeated—**A2, B2, C3, D1, D3**
Fire Man, Cut Man and Elec Man defeated—**A3, B2, B3, B4, C4**
Dr. Wily's Castle—**A2, A3, B4, C2, C3**

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "THE END" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "ENTER YOUR INITIALS" appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

NBA JAM

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Juice Mode—Tap any button 14 times, then hold **A** and **B** until the tip-off.

Power-Up Dunks—Tap any button ten times, then hold **Down** and **A** until the tip-off.

Power-Up Fire—Tap any button seven times, then hold **Down** and **Left** until the tip-off.

Power-Up Turbo—Tap any button 15 times, then hold **Up** and **B** until the tip-off.

Secret Characters

Jamie Rivett: Enter the initials **RJ**, highlight the letter **F**, press **Up, A** and **B** to enter the last letter.

Sal DiVita: Enter the initials **SD**, highlight the letter **T**, press **Down** and **B** to enter the last letter.

Mark Turmell: Enter the initials **WI**, highlight the letter **M**, press **Left** and **B** to enter the last letter.

Air Dog: Enter the initials **JA**, highlight the letter **T**, press **Up** and **B** to enter the last letter.

Chow Chow: Enter the initials **AM**, highlight the letter **Q**, press **Down, A** and **B** to enter the letter

X.

Weasel: Enter the initials **MA**, highlight the letter **U**, press **Up, START, A** and **B** to enter the letter **N**.

NBA JAM TOURNAMENT EDITION

Power-Up Codes

Each of the following codes must be entered at the "Tonight's Match-Up" screen before the tip-off.

Quick Hands—**Left, Left, Left, Left, A, Right**
High Shots—**Up, Down, Up, Down, Right, Up, A, A, A, Down**

Slippery Court—**A, A, A, A, A, Right, Right, Right, Right, Right**

Display Shot Percentage—**Up, Up, Down, Down, B**

Power-Up 3-Pointers—**Up, Down, Left, Right, Left, Down, Up**

Power-Up Goaltending—**Right, Up, Down, Right, Down, Up**

Power-Up Dunks—**Left, Right, A, B, B, A**

Power-Up Fire—**Down, Right, Right, B, A, Left**

Max. Power—**Right, Right, Left, Right, B, B, Right**

Powerup Offense—**A, B, Up, A, B, Up, Down**

Powerup Push—**Down, Right, A, B, A, Right, Down**

Powerup Turbo—**B, B, B, A, Down, Down, Up, Left**

Powerup Speed—**Up** four times, **Left** four times, **B, A**

POCAHONTAS

Passwords

Stage 2—**K P G X H 4 T 8**
Stage 3—**C M Q Z B 6 R 1**
Stage 4—**J W D L F 7 K 5**
Stage 5—**T G N D X 3 V 9**
Stage 6—**H F S B D 2 M 6**
Stage 7—**Q Z J R L 1 W 4**
Stage 8—**B P X C V 7 Z 3**
Colors of the Wind—**S D L F T 8 G 2**
Stage 9—**R W H J X 9 Z 5**
Stage 10—**M V N G B 4 C 6**
Stage 11—**K C Q T D 3 W 1**
Stage 12—**T B P R G 5 H 8**
Stage 13—**Q F C M X 2 B 9**
Stage 14—**V D H K S 6 L 7**
Stage 15—**B N J H Z 1 R 9**

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo.

STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold down the **SELECT** button and press **Left** to take a shortcut through hyperspace. You can only use this trick once in each level.

Passwords

Planet Neural—**0 5 2 3 . 4**
Planet Kalanda—**1 0 3 1 . 5**
Planet Triskellon—**2 3 0 7 . 6**
Pallas X1 System—**3 1 1 2 . 7**
M-24 Alpha System—**7 1 5 6 . 3**

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen. When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D-pad.

TETRIS BLAST

"Fight 2" Mode

At the title screen, press **B** five times. Then press **START**, and the "Fight 2" Mode option will appear. You'll fight against all of the bosses.



Meet Robin!
This is our friend Robin Krouse from Team Nintendo. We knew that Robin had a secret life as a singer/songwriter, but what we didn't know until recently was that—in addition to her career as a Nintendo product specialist—Robin has also worked as a voice actress for Nintendo for several years! Her distinctive voice can be heard in many different games, including *Wario's Woods*, *Kirby's Avalanche* and *Tetris Attack* on the Super NES. She also provided the voice of Mario's original girlfriend, Pauline, in the Game Boy version of *Donkey Kong*. (You can only hear her voice if you're playing the game on the Super NES with the Super Game Boy adapter.) Robin also tells us that her first 64-bit voice work was for *Blast Corps* on the Nintendo 64; however, we're most impressed by the fact that the character of Robin in *Pilotwings 64* was named after her!





AX BATTLER

A LEGEND OF GOLDEN AXE

Passwords

Firewood Town—IMKP IIHE OGIH NNPH
Turtle Village—BNLK LPAG HMGH NOGO
Sand Marrow—AOEC DLCD PNFP FBPF
Holmstock—EIIN PMOK PNGI CLJD
Brookhill—CPGG CIAK AEFF OPKO

AYRTON SENNA'S

SUPER MONACO GP II

Ending Password

Choose the "World Champion" mode and enter the password "CHAMPION." You'll skip to the ending sequence with full credits.

BATMAN RETURNS

Sound Test

Hold the **START** button when you turn the Game Gear on. The Sega logo will appear and, when the logo fades, you'll access a "Sound Test" menu. Press the **2** button to hear each sound.

DEFENDERS OF OASIS

Sound Test

At the title screen, hold the D-pad **Up** and press **START**. There are also 49 sound effects and three voice effects on the menu; press **Right** or **Left** while the cursor is pointing to one of these items and you'll get extra sounds.

ECCO: THE TIDES OF TIME

Cheat Menu

Use Ecco's sonar to bring up the map screen, then press **Left**, **1**, **2**, **1**, **2**, **Down**, **2**, **Up**.

FANTASY ZONE

Cheat Menu

At the title screen, wait for the words "PUSH START BUTTON" to appear, then carefully press **Up**, **Right**, **Down**, **Left**, **1**, **2**, **1**, **2**, **START**. A secret "Config Mode" menu will come up, giving you the option to change the number of lives, change the difficulty setting, start at any stage, earn extra money or access a sound test.

Invincibility

At the "Config Mode" menu, highlight the "MODE" option. Hold **Left** and press **1** + **2** simultaneously; the Mode will change to "UNDEAD".

KRUSTY'S FUN HOUSE

Super Passwords

Level 2: SELMA
Level 3: SCRATCHY
Level 4: SKINNER
Level 5: GROENING

To start the game with every single door unlocked, enter the password TRACY. This gives you immediate access to the entire Fun House.

LEMMINGS

Level Select

When you see the lemming pulling the Sega logo on a cart, hold buttons

1 and **2** while rotating the control pad in a clockwise direction. After about three rotations, you'll hear a "boink!" sound to indicate that you've activated the cheat correctly. Next, choose "New Level" at the main title screen. Instead of the standard password-entry menu, you'll get a credit screen with a stage-select option at the bottom; just press **Left** or **Right** on the control pad to choose a starting stage.

MORTAL KOMBAT

Arcade Mode

Like the Genesis *Mortal Kombat*, the Game Gear version has a "Mode A" with all blood effects and fatalities included. At the last of the three "code" screens, press **2**, **1**, **2**, **Down**, **Up**. The screen will say "Now entering Kombat"—prepare yourself for some blood 'n guts.

NBA JAM

Special Guest Players

To find the hidden characters, follow the specific instructions for each player listed below.

Mark Turmell: Enter MJ, highlight "■" (the space character), press and hold **Up** (which will highlight the T), hold **START** and **2** and press **1**.

Sal DiVita: Enter SA, highlight M, press and hold **Left** (which will highlight the L) and press **1**.

Jamie Rivett: Enter RJ, highlight Y, press and hold **Up** (which will highlight the R) and press **1**.

Bill Clinton: Enter AR, highlight R, press and hold **Up** (which will highlight the K), hold **2** and press **1**.

Al Gore: Enter NE, highlight M, press and hold **Down** (which will highlight the T), hold **2** and press **1**.

Dan "Weasel" Feinstein: Enter SA, highlight Y, press and hold **Left** (to highlight the X) and press **1**.

Asif "Chow-Chow" Chauhdri: Enter CA, highlight S, press and hold **Left** (which will highlight the R), hold **2** and press **1**.

Tom "Scruff" Rademacher: Enter RO, highlight K, press and hold **Up** (which will highlight the D) and press **1**.

Eric "Kabuki" Kuby: Enter QB, highlight T, press and hold **Down** (which will highlight the space character) and press **1**.

Eric "Air Dog" Samulski: Enter AI, highlight Y, press and hold **Up** (to highlight the R), hold **2** and press **1**.

Warren Moon: Enter UW, highlight F, press and hold **Up** (which will highlight the space character), hold **START** and press **1**.

George "P-Funk" Clinton: Enter DI, highlight R, press and hold **Right** (which will highlight the S), hold **2** and press **1**.

Secret Power-Ups

The following cheats will give you different power-ups and interesting effects (Shot Percentage Indicator, "Juice Mode," Power-Up Defense,

Power-Up Fire). These cheats must be performed at the pregame screen that says "Tonight's Match-Up." Shot Percentage Indicator: Press the **2** button, then press and hold **2** and **Down** until the tip-off.

"Juice Mode": Press the **1** button 13 times, then press and hold **1** and **2** until the tip-off.

Power-Up Intercept: Rotate the D-pad 360° and press the **1** button 15 times.

Power-Up Defense: Press the **1** button five times.

Power-Up Fire: Press the **2** button seven times, then press and hold **2** and **Up** until the tip-off.

Power-Up Dunks: Rotate the directional pad 360° and press the **1** button 13 times.

PSYCHIC WORLD

Sound Test/Level Select

Press and hold **Up** and **Left**, **1** and **2** then press **START** during the main title screen. If you've done this correctly, you'll see "Special Mode" on the screen along with "Sound Test ED." You can adjust the ED by pressing **Up** to increase the number of the test. If you press **1** and **2** while it reads ED, a number will appear on the last line, and it should now read "Round NO 1." Press **Up** or **Down** and you can scroll through and pick which of the four levels to start at. When you begin play on any of the four, you'll start with all the items you would have normally received playing to that point.

QUEST FOR THE SHAVEN YAK

STARRING REN HOËK & STIMPY

Passwords

AURGH—The Stinking Dry Desert
ZONNNK—The Stinking Wet Bayou
YYYOWW—The Perilous Mount Hoëk
ZOWCHH—The Great Frozen North

SAMURAI SHODOWN

Play As Amakusa

Press **X** three times while the Takara logo is on the screen. Start a one-player game, and you'll find that the end boss, Amakusa, is now one of the selectable characters. He also becomes playable when you have finished the game with any of the other original 11 characters.

SHINING FORCE

THE SWORD OF HAJYA

Rename Characters

After choosing a name for the main character, put the cursor on "END," hold the **START** button and press **2**. Prince Nick will appear on the screen; give him a new name, then put the cursor on "END," hold the **START** button and press **2** again to access the character name configuration menus for the rest of your team.

Excellent Mode

Press **Down** several times as the letters of the Sega logo are shuffling around on the startup screen. You'll

hear a warping noise to confirm the code, and you should see the word "EXCELLENT" on the title screen. This may or may not have any effect on game play.

SHINOBI

Sound Test

At the title screen, hold down button **2** and **Up** while pressing **START**.

SONIC THE HEDGEHOG 2

Stage Select

At the title screen, "Tails" blinks his eye once, then—in quick succession—a second and third time. To perform the code, point the control pad to the lower left position and hold it there while you press and hold the **1** and **2** buttons. While holding those buttons down, you must press **START** when "Tails" blinks his eye for the third time. It's not easy to do it at first; you have to catch him at the exact moment when his eye is completely shut. If your timing is right, you'll hear a chime and the stage-select menu will appear.

SONIC CHAOS

Sound Test+Fireball

To access a sound-test menu in *Sonic Chaos*, press **Down**, **Down**, **Up**, **Up**, **Left**, **Right**, **Left**, **Right**, **1**, **2**, **START** while the words "Press Start Button" are flashing on the title screen. At the sound-test menu, press **Up** or **Down** to change the sound numbers and press **2** to hear the sounds. Rotate the D-pad in a quarter-circle **Down**, **Down/Right**, **Right** and press **1** or **2** to make Sonic throw a fireball.

SPACE HARRIER

Hard Mode

Hold the **1** button when turning on the Game Gear; the word "HARD" will appear on the screen as the Sega logo fades.

Easy Mode

Hold the **2** button when turning on the Game Gear; the word "EASY" will appear on the screen as the Sega logo fades.

TENGEN WORLD CUP SOCCER

Shootout Mode

Choose "World Cup" from the main menu and select the "Password" option. Change the first two letters of the password to "PK," then press the **1** button. When you return to the main menu, choose "Exhibition." Pick your teams and you'll enter a shootout game.

VIRTUA FIGHTER ANIMATION

Boss Code

Choose "Vs. Com." from the main menu. When the character-select menu appears, press and hold the **1** and **2** buttons at exactly the same time. While holding those buttons down, press **START**; Dural should appear as your chosen character.



If you're a *Virtua Fighter* fan who laughed when you heard about the release of *Virtua Fighter Animation* for the Game Gear, you may want to think twice about writing this game off. Sure, the gameplay isn't as deep

as that of the arcade or Saturn versions, but the cinema scenes and storyline are so cool, we almost felt like we were playing a *Virtua Fighter* RPG! In the game's first stage, Akira enters himself into a potsticker-eating con-

test, only to find himself accidentally locking lips with Pai Chan. The story soon turns serious, though, with a cool "crime boss" plot that leads you through the countryside up to the final battle with the mysterious liquid-

metal fighter Dural. We learned a lot more about the personalities and motivations of the *Virtua Fighter* characters from playing this game than from anywhere else—check it out, it's pretty cool!



BATTLESPOUT

Secret Character

At the title screen—when the words “Press Start to Continue” are flashing—press **P** to access the main menu. Next, enter the following code very carefully: Press **Left** and release, hold **L**, press and release **C**, release **L**, press and release **B**, press and release **A**, hold **L**, press and release **A**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now choose an exhibition match or the “instant action setup” and you’ll find a powerful secret character named Kubo who can be chosen as your opponent.

Secret Tank

As above, access the main menu and enter the following code very carefully: Hold **R**, press and release **B**, release **R**, press and release **C**, hold **L**, press and release **Right**, release **L**, press and release **A**, hold **L**, press and release **A**, press and release **B**, release **L**, hold **R**, press **Right**. You’ll hear the announcer say, “Oh, my! I think we’ve got a cheater!” Now start the game in any mode; when it’s time to choose a vehicle, you’ll find a new tank called the Invader. It has a top speed that’s equal to the Runner and its acceleration is better than any other available tank.

BURNING SOLDIER

Cheat Menu

At the Option menu—the one that says “Music Volume, Player Mode”, etc.—press **L+R+C+X+Right** on Controller 2 all at the same time. The Debug menu offers tons of cool options: Enemy Missile (“None” means the enemies don’t shoot at you), Always Boss Clear (“Yes” means you automatically defeat each boss), Data Stream Jump (“Exist” means that you can skip between the different stages in each area by pressing **L** or **R** on Controller 2), Area Select Menu (a Stage Select), Four Player Mode (which gives you four cursors on the screen so four players can shoot enemies together) and others.

CAPTAIN QUAZAR

Super Power-Up

At any time during the game, press **P** to pause, then press **L, R, L, R, L, R, B**. You’ll hear Quazar say, “Whoa-ho-ho!” When you press **P** again to return to the game, you’ll have maxed out health, cannon ammo, missiles and grenades. Repeat this code whenever you’re low on health or supplies.

Walk Through Walls

At any time during the game, press **P** to pause, then press **R, L, B, B, B, R, L, Up**. When you press **P** again to return to the game, all of the walls and stationary obstacles in your immediate surroundings will disappear for just a few seconds, allowing you to walk right through.

CORPSE KILLER

Extra Datura Bullet

If you don’t have any Datura bullets, you’re in trouble if a Strawman or Reaper appears, because they can’t be killed with regular bullets. If you hold the **A** button and tap **B**, the game kindly gives you a single Datura bullet with which to kill the bad guy; don’t waste it.

DEMOLITION MAN

Blood Code

At the title screen, hold the **R** button and rotate the D-pad clockwise until seven splashes of blood appear on the screen. Now you can see blood in the game.

Stage Select

Pause the game on any level, then press **L, A, Up, Down, R, Up**. The passcode box on the paused screen will change to read “#PWR” to indicate that the code is in place. Next, while the game is still paused, press and hold the **B** button to get the level-select to appear in the password box. While holding **B**, press **Up** or **Down** to choose a stage, then release **B** to warp there. Check out the bonus VRGN levels that do not appear in the game; they take place in the offices of Virgin Games.

DOOM

Cheat Codes

During the game, hold **B** and press **P** to access the map. Next, input one of the following cheats. These codes must be entered at the map screen while the game is running—they won’t work while paused:

See entire map—**L, R, R, A, Left, Left, Up, A, C**.
See all of the items on the map—**L, R, R, Right, Up, B, B, Left, R**.

God Mode (invincibility)—**Up, Right, A, B, A, Down, A, L, L**.

All weapons and keys—**A, Left, A, B, A, Right, A, C, A**.

Start at any level—**L, Up, C, C, R, Down, A, Left, Left**. (Once you’ve entered this cheat, you must allow yourself to get killed or simply turn off the 3DO to return to the main menu, where you’ll be able to access all 23 missions.)

Two extra screen sizes—**Up, Right, L, Up, Right, Right, R, A, Left**. (Once you’ve entered this cheat, press the **X** button and access the “screen size” function at the option menu; you’ll find that there are two additional screen sizes to choose from, both of which are larger than the largest default setting.)

FIFA INTERNATIONAL SOCCER

Cheat Codes

Each of the following codes should be entered with the **A, B, C, L** and **R** buttons while the game is paused; a message will appear to confirm each one. To deactivate a certain code, just enter it again:

Invisible Walls: **A, B, B, A, C, A, B, A, B, B, A**
Crazy Bounce: **L, A, B, A, R, R, A, C, C, A**
Laser Ball: **L, A, C, R, B, A, L, L**
Giant Player: **B, A, B, A, R, B, A, B, A, R**
Big Ball: **B, C, B, A, L, L, A, B, A, L, L**
Metallic Men: **B, A, R, C, L, B, A, B, A**
Beefcake Mode (shirtless players): **R, A, L, B, A, C, L, A, B, A**
Radical Curve: **C, A, R, C, A, B, R, A, B, B, L**
Brute Mode: **R, A, B, B, A, C, L, L, B, A, C, L**
Hot Potato: **C, R, A, B, B, R, L, A, B, A, B, B, R**

FOES OF ALI

Cheat Mode

Start a game in any mode. When the fight begins, press the **P** button to pause. Then, at the “Pause” menu, hold the **L** and **R** buttons on top of Controller 1 and press **C**. A secret “Cheat Codes” menu will appear. Enter any of the following passcodes to get different effects—but please be aware that some of the cheat codes listed below may crash the game or even reset the machine in certain situations. **TEAM**—Shows a photo of the *Foes of Ali* design team.

PREBEG—Shows a photo of European middle-heavyweight champion Ivan Prebeg.

CROWD—Removes the crowd from the background to speed the game up slightly; enter the code again to restore the spectators.

ZIPPY—Speeds up the game’s frame rate slightly.

AIAT—Changes Boxer 1 into a computer-controlled fighter; enter the code again to regain control with Controller 1.

AIBT—In a one-player game, this code makes Boxer 2 playable with Controller 2; enter the code again to return control of Boxer 2 to the computer. In a two-player game, this gives control of Boxer 2 to the computer; re-enter the code to restore Controller 2. (A great cheat for one-player games because it lets you stop your opponent from fighting back.)

PADC—This code activates Controller 3 for special cheat functions; let’s hope you’ve got a third controller. Once you’ve entered this code, the buttons on Controller 3 will have the following effects:

A: Knock down Boxer 2 for six seconds.

B: Cut the right eye of Boxer 1. Press this button three times and the referee will stop the fight.

L button: End the current round and immediately advance to Round 10.

Low Blows

You may have thrown a few low blows from time to time by accident, but here’s how to do them on purpose: Point the D-pad diagonally in the **Down/Left** position and press **A** to throw a low blow with your left hand, or point **Down/Right** and press **B** for a low right. Don’t do this too often or you’ll be penalized; you can also be disqualified for low blows.

GAME GURU

Secret Video Scene

At the main menu, choose “Enter Code” and select the “GameGuru.CFG” file. When the code screen appears, enter “IHAVETHEVIDEO2” and press **C**; you’ll be taken on a video tour of the offices of Symbiosis Media and meet the creators of the Game Guru.

Music Select

As above, choose “Enter Code” and select the “GameGuru.CFG” file. When the code screen appears, enter “SONG2” and press **C**; you’ve just changed the Game Guru background

music to a different tune. Try entering different numbers, from “SONG2” to “SONG9” to find the one you like best; to restore the default background music, enter “SONG 1”.

Secret “Advanced” Mode

As above, choose “Enter Code” and select the “GameGuru.CFG” file. When the code screen appears, enter “IHAVETHEPOWER” and press **C**. You’ll get a “Warning” screen that asks if you really want to go ahead; be brave and choose “Yes”. You now have access to the most dangerous and exotic functions of the 3DO Game Guru, including association and optimization functions as well as a full-featured hex editor that will give you the power to seriously screw up your saved-game files. Don’t mess with this unless you know what the terms “NVRAM” or “CRC” mean; if you want to go back to the way things used to be, just choose “File Related” from the main menu and delete the “GameGuru.CFG” file from memory, then turn the 3DO off. When you reboot, the default CFG file will be restored.

GEX

Free Power-Ups

Most of the power-up items in Gex can be activated on demand, whenever you need them. To use these cheats, just press the **P** button to pause the game, then hold the **R** button and enter the code.

• **Blue Firefly** (ice balls): Pause, hold the **R** button and press **Left, C, Down, B, Left, Up, Right, B, A, Left, Left, Down**.

• **Red Firefly** (fireballs): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Down, B, A, Left, Left, Down**.

• **Yellow Firefly** (electricity): Pause, hold the **R** button and press **Left, C, Down, Right, Right, Left**.

• **Grasshopper** (jump higher): Pause, hold the **R** button and press **Left, C, Down, Right, Up, B, B, Right, Right**.

• **Centipede** (run faster): Pause, hold the **R** button and press **Left, C, Down, Right, Up, Up, Up, Right, Right**.

• **Caterpillar** (invincibility): Pause, hold the **R** button and press **Left, C, Down, Up, Up, C, Left, Right, A, Right**.

99 Lives

Press the **P** button to pause the game, then hold the **R** button and press **Left, C, Down, Down, Right, A, C, Up, Left, A**.

Stage Select

You must be at a map screen for this trick to work. At any map screen, press **P** to pause, then hold the **R** button and press **Left, C, Down, Left, Right, Right, Up, Right, Right**. The top-secret stage-select menu will appear. Be careful when using the menu, as some of the options may cause the 3DO to reboot. You may even find some unfinished stages that didn’t make it into the final game.

GRIDDER

Level 25 Code

At the options menu, highlight the **EXIT** option and hold the **X** button. Press **L, A, X** (you have to release the **X** button and then press it again). Now you can practice on the secret level 25 (Telepods).

Practice Any Level

At the options menu, highlight **EXIT** and hold **X**. Press **B, A, R, X** (as you did for level 25). Now you can practice any level.

Level Skip

At the options menu, highlight **EXIT** and hold **X**. Press **P, A, R, A, L, L, A, X** (as in the other cheats). Then, start a new game and press one of the following button combinations:

• Press **R+A** to skip ahead one level

• Press **R+B** to skip ahead five levels

• Press **R+C** to skip ahead ten levels

• Press **R+L** to skip back one level.

GUARDIAN WAR

Cheat Menu

Start a new game or load a saved game. When the menu screen (with various locations and flapping flags) appears, press the **L, R** and **C** buttons one after another. The flags should stop flapping. Now press **Up, Down, Left, Right** and a Japanese-text menu appears. Here’s what each of the 14 options does, from top to bottom:

• **Load Game**: Load a saved game or start a new game.

• **Equip**: Examine and equip characters, similar to the Equipment option on the regular menu.

• **Shop**: Enter a shop where you can buy and sell EVERY item, piece of equipment and body

in the game.

• **Gems +10000**: Increases your Gem total by 10,000. Can be used repeatedly to give yourself loads of dough.

• **No Battles**: Prevents enemies from attacking you, although you can’t attack them either. Can be toggled on and off.

• **Coordinates**: Shows you **X** and **Y** coordinates of your location when in a location, and also your “coordinates” on the main map. Can be toggled on and off.

• **Free Movement**: You can walk to (almost) any location on the map without clearing previous locations of enemies. Can be toggled on and off.

• **All Attacks**: You can use all weapon and magic attacks during battle by choosing from a massive menu. Can be toggled on and off.

• **God Mode**: You don’t lose any HP or MP during battle. Can be toggled on and off.

• **Map Detail**: Gives you a mind-numbing amount of detail when examining the map of a location.

• **???**: Unknown.

• **???**: Unknown.

• **Basic +1**: Increases the basic level of the currently selected Golem by 1.

• **Class +1**: Increases the class level of the currently selected body or sub-body by 1.

THE HORDE

Cheat Codes

The cheat mode works by spelling out words with the 3DO controller. There are six letters: **U** (**Up** on the control pad), **D** (**Down**), **L** (**Left**), **R** (**Right**), **O** (**Button A**) and **T** (**Button B**).

To enter the cheat mode, start the game, then hold **Up** on the control pad and hold down the **A** and **B** buttons before pausing the game. While paused, spell out one of the following words, then unpauses to activate the cheat.

DOLLDOOR (**Down, A, Left, Left, Down, A, A, Right**): You immediately finish the current habitat and return to the castle.

LOOTLORD (**Left, A, A, B, Left, A, Right, Down**): You immediately receive 30,000 Crowns, the maximum amount of loot you can have in the game.

LOUDTOOT (**Left, A, Up, Down, B, A, A, B**): The entire map of the current habitat is revealed.

ODDROD (**A, Down, Down, Right, A, Down**): This cheat allows you to continue playing even if the entire village is destroyed.

ROLLOUT (**Right, A, Left, Left, A, Up, B**): Watch all of the full-motion video sequences in the game, one after another.

TROLLDROOL (**B, Right, A, Left, Left, Down, Right, A, A, Left**): All items and weapons in the game become available for purchase.

TROT (**B, Right, A, B**): Chauncey runs around the map twice as fast as normal, as if he’s using the Boots of Boogie. If Chauncey uses the Boots in combination with this cheat, he runs around the map FOUR times as fast.

TURDODOR (**B, Up, Right, Down, A, Down, A, Right**): Chauncey becomes invulnerable to damage.

JAMMIT

Special Passwords

Use the following passwords with Roxy to access different options:

DKRBSN: 2 Hot
STPKRNR: Poison
SSNHYN: Frenzy
JNFRBCN: In 2 it
LRNCHLS: Sweat
PLWRHDS: Slams Only
STWSPKN: Cutthroat
BBSKNNR: Boss

JOHN MADDEN FOOTBALL

Giant and Midget Refs

While playing, pause the game and press **Right, Down, Left, Up, Right, Down**. You’ll hear the referee’s whistle blow, signaling his newfound physique. When you continue the game, you’ll find that the ref has become a giant.

To make the referee small, pause the game and press **Left, Down, Right, Up, Left, Down, Right**. When you hear the whistle, you’ll have a midget ref.

JOHNNY BAZOOKATONE

Passwords

Level 1—SOFTCELL
Level 2—LOVESHAK
Level 3—STIRITUP
Level 4—LIVEAID
Level 5—PLECTRUM



KILLING TIME

Cheat Mode

Start a new game and enter your name as ".EVORGRAH" (be sure to start with the period). Highlight "OK" and press A; the screen will darken and the name will disappear. Now you can enter a "name" to start at different levels with different power-ups according to the following formula: The first two characters should be periods ("..") followed by a two-letter code representing the stage you want to jump to. Many different combinations take you to different levels—try AT, A1, A2, A3, A4, A5, A6, BL, CY, C1, DN, EW, E1, E2, E3, GH, H1, H2, H3, KT, K2, LB, LG, L1, SW, S1, S2, S3, UH, UW, U2, U3, U4, WC, WW, W1, W2, W4, or W5. Next, add one or more of the following characters to the password for other bonuses:

A, B, C, E, H, L, M, N, R—Winged Vessels
0, 1, 2, 3, 4, 5, 6, 7, 8, 9—Keys
D—Double Pistols
F—Flamethrower
S—Shotgun
T—Tommy Gun
Q—Map coordinates
V or X—100% health
W—75% health
I—Invincibility

Here's a sample "player name" that was created using the above information: Enter "...UH1234ABCDEFI" to start in the Upper Hall with four keys, four winged vessels, double pistols, the flamethrower and invincibility.

MAZER

Power-Up Codes

Just before the start of each level—when the full-screen photo of the current stage name is on the screen—you can earn power-ups by pressing certain controller buttons as follows:

- Press C, A, B, A, B to start the stage with one Super Shield.
- Press B, A, C, C, B, A to start the stage with 30 rounds of Triple Attack power.
- Press B, C, A, C, A, C to start the stage with 30 rounds of Rapid Fire power.

These codes can be entered by both players in a two-player game; you can also enter a different code for each stage, if you like. Note that the codes do not work in the maze bonus rounds.

Ultra Power-Up

As above, before the start of each level—when the full-screen photo of the current stage name is on the screen—press A, C, C, A, B, B. You'll start the game with a full power-up of all normal abilities except for Turbo, which is doubled. Additionally, whenever your player picks up any power-up, you will regain double Turbo power until the round ends or you are killed.

Blood Feud

Before the start of any level in a two-player game—when the full-screen photo of the current stage name is on the screen—press A, A, C, A, B. The words "BLOOD FEUD" will appear on the screen. In this mode, the object is to compete with the other player; the last player alive wins the match and gets the points for the "Boss Kill" for a normal level. After the initial three drones are destroyed, no additional enemies will appear, and the boss will not be launched. Each round lasts 45 seconds; if time runs out, both players lose a life. A new round begins each time a player is killed until one of the players has no lives remaining.

Be the Boss

Start a one-player game with Controller 1; then, before the level starts—while the photo of the current stage name is on the screen—press C, B, B, A, A, C on Controller 2. The words "P2 BE THE BOSS" will appear on the screen. In this mode, Player 2 controls one of the drones that are attacking Player 1; you'll see that the controllable drone is a lighter color than the others. Player 2 can also switch to different drones by pressing the C button. Best of all, when the boss appears, Player 2 will be controlling it. This code will also work with Controller 1 if you start a one-player game with Controller 2.

Secret Option Menu

During Mazer's full-motion video demonstration mode, press and hold the L and C buttons on Controller 1. You'll jump to a secret options menu that allows you to adjust the difficulty level, remove the blood from the game and even test your controllers.

THE NEED FOR SPEED

Practice Mode

At the Options menu, highlight "Skill Level" and quickly press X, R, A, L in rapid succession, continuing to hold each button so that all four are held down at the end of the sequence. This is tough; it must be done extremely fast. The "Skill Level" indicator will turn from yellow to pink. Start playing the game and there will be no traffic or cops. (No records or scores can be saved in this mode.)

Driving Team Picture

Select the "Wall of Fame" and wait until the game credits appear. Press R to see a photo of the programmers; press L to return to the normal background.

Turn Off Dashboard

During the game, switch to the first-person cockpit view and press Up, L and A on Controller 2 at the same time. The normal cockpit will be replaced by a colored band with a speedometer and rear-view mirror. Press Up, L and A repeatedly to turn off the rear-view mirror, the speedometer or return to the normal cockpit. This trick also boosts the game's frame rate.

Vs. Rocket Scooter

Play the game for at least ten seconds, then pause to go into instant replay. Rewind to the start of the replay buffer. Press R, Down and B simultaneously on Controller 2. Quit your race and start a new one; you'll be racing against a rocket scooter.

Winter Driving Practice Mode

Play the game in Practice Mode (see above) for at least ten seconds. Go into instant replay and rewind to the start of the replay buffer. Press B on Controller 1 plus X, P and C on Controller 2. If you did the code correctly you will see the "Car Crashed" info flash on the screen for a second. Quit the game and choose to race against the clock on Alpine track. When you get to Segment 3 of Alpine track, the road will be covered with black ice.

Nitro Charging Performance Boost

Enter a game and immediately press L, R and Up on Controller 2 plus L, R, A and C on Controller 3. A car crash message will flash on the screen. Exit the game and, in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them all at the same level.

Traffic Jumping

Start a game and during the loading screens simultaneously press and hold L, R and Left on Controller 1. Quit the game and start a new race. This time, during the loading screens simultaneously press and hold L, R and Up, then Quit when you start the race. Restart the race again and during the loading screen press and hold L, R and Right, then quit the race when it starts. Restart again and during the loading screen press and hold L, R and Down. This time, don't quit; start driving and, when you see any traffic, press the X button (hand brake) to watch the cars fly in the air around you.

OFF-WORLD INTERCEPTOR

Extra Spending Money

Go to the OPTIONS screen and highlight "CONTROLS." Now press A, B, C, A, B, C, A, B, C, A, B, C, A, B, C, L (that's ABC six times, then the L button.) You'll hear a whirring sound; now start the game in either Story or Arcade mode, and you'll find that you have tons of extra money to buy weapons, armor and power-ups.

OUT OF THIS WORLD

Secret Game

Go to the Password screen and enter the code BRGR. Press "OK" and you'll go to a Breakout-style game called *Stalactites*. Press A to start the game and position the paddle beneath the stalactites to send them back into the ceiling.

Weird Screen

During the *Out of This World* demo sequence—the one with the guy and the car—hold the L and R buttons on top of the controller. Keep holding them through the "Start Game/Password" screen and a secret screen will appear.

PLUMBERS DON'T WEAR TIES

Remove "Censored" Symbols

To remove the "censored" symbols, press Up, Down, Right, Left, Down, Right, X while the girl is talking at the start of the game.

REBEL ASSAULT

Stage Skip

To warp your way through the stages of *Rebel Assault* with ease, start the game and wait for the LucasArts logo to spin onto the screen. As soon as it starts to appear, press Up+A, Down+A, Left, A, Right+A; repeat this code until you hear a bell ring and a chorus of voices singing, "LucasArts!" With this cheat in place, start the game. When you want to skip any stage, just press the C button to be warped instantly to the next one.

RETURN FIRE

Stage Select

Enter the password WOLF to access any level in a one- or two-player game.

Debug Menu

With the WOLF password in place as described above, start a game and press L+R+P simultaneously. You'll get a debug menu that allows you to change the game's frame rate, listen to the audio and place the enemy flag in the first building you destroy.

SHADOW: WAR OF SUCCESSION

Cheat Mode

At the difficulty selection screen, press Down, Down, Left, Right, Up, Up on Controller 1. This turns on the cheat mode. During a match, press the L button to instantly kill your opponent.

SHOCKWAVE

Cheat Mode

Press the PLAY button to pause the game, press B, A, C, C, A, A, then press STOP to un-pause. This gives you access to the game's cheat mode. With this code in place, try the following tricks.

Super Missiles: Pause, then press C, A, A, B, A, X.
Super Lasers: Pause, then press C, A, A, B, A, C, A, X.

Smart Bomb: Pause, then press A, C, A, B, A, A, C, A, A, A, X.

Invincibility: Pause, then press A, B, A, C, A, A, B, A, X.

Display Player's Name: Pause, then press B, A, B, X.

Display Programmers Message: Pause, then press B, A, C, A, C, A, X.

SHOCKWAVE: OPERATION JUMP GATE

Cheat Codes

Pause the game and enter the following codes for subsequent cheats:

Skip Mission: B, A, C, C, A, A, A, X.
Increase Mission Number: C, A, A, A, C, A, X.

Super Missiles: C, A, A, B, A, X.
Super Lasers: C, A, A, B, A, C, A, X.

Smart Bomb: A, C, A, B, A, A, C, A, A, A, X.
Invincibility: A, B, A, C, A, A, B, A, X.

Refill Weapons: B, A, A, A, A, B, A, X.
Display Player's Name: B, A, B, X.

Display Programmers Message: B, A, C, A, C, A, X.

SOCCER KID

Stage Select

At the title screen, press Up, Down, Up, Down, Left, Up, Down, Up, Down, Right. You'll hear a voice say, "Hey, that's the cheat mode!" Press B while the voice is speaking, and you'll get a level-select option at the bottom of the options menu. Press Left or Right to choose a different starting stage.

SPACE HULK

Cheat Menu

When you see the two doorways at the start of the game, hold the R button on top of the controller and press A, B, Right, A, C, A, Down, A, B, Right, A ("abracadabra"). You'll be warped to a top-secret cheat menu with dozens of cool options, including invincibility, infinite freeze time, infinite ammo, a campaign select and more.

SPACE PIRATES

Secret Scene

First, rescue the commander. After you enter the transporter, choose the TV monitor at the lower-left corner of the screen. When you arrive at that scene, you'll see a cow's skull on the ground. Shoot the skull several times to see a hidden scene with Mad Dog McCree.

STARBLADE

Super Rapid-Fire

When the title screen fully appears, press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.

Now start the game and hold the fire button down to blast like crazy.

Infinite Continues

When the title screen fully appears, press Up, Right, Down, Left, A, B, C, Up, Left, Down, Right. Instead of the usual three continues, you'll be in "Free Play" mode.

STELLAR 7: DRAXON'S REVENGE

Infinite Energy & Power-Ups

Enter the following code at the main menu with the L and R buttons on top of Controller 1: L, R, R, L, R, L, L, L, L, L, L, L, R, L, L, L, L, L, R, L, L, L, R. You'll see the *Stellar 7* insignia change to "Wimpy 7" as the word "CHEATER" appears briefly over Draxon's face. Now when you start the game, you can press the L button to refill your energy at any time and press R whenever you need to replenish your supplies.

SUPER WING COMMANDER

Debug Menu

At the Lounge screen, hold X and press B, B, C, C, A, A. You should hear a sound. Now release X, press and hold the L and R buttons and press P. A debug menu will appear with options that allow you to change the game's sound levels, watch all of the FMV clips or set system flags. Set KILLABLE to "False" and you can't die. Set BANGABLE to "False" and you can't run into other ships. Set PICKER ACCESS to "True," then return to the Lounge and cycle through the options until you hear "Choose Campaign" or "Choose Mission," allowing you to play any stage. Set FINGER OF DEATH to "True" and you can destroy any target instantly during battle by holding the L and R buttons and pressing B. Be sure you have a ship targeted when you do this or you will destroy every ship in range, including your wingmen or even the Tiger's Claw itself.

SYNDICATE

Cheat Password

Start the game and choose "Configure Company" from the main menu. Select the "Company Name" option and enter "NGOR MAT" as the name of your company (with a space between the "R" and the "M.") Now choose "Begin Mission"; you'll find that every location on the map is available for you to play. You'll also have tons of extra money to buy as many agents and weapons as you want.

TOTAL ECLIPSE

Stage Select

Go to the Options screen and select the "Quit/Previews" box. When you're there, hold the X (Stop) button down and press B, L, A, then release X and press B, L, A, B, L, A.

WAY OF THE WARRIOR

Boss Codes

Go to the NAMES option on the main menu and enter the name "A GAVIN" (with a space between A and GAVIN) and the birthday JUN 11 1970. Now, at the character-select screen in Versus Mode, you can choose Kull by moving the cursor to Crimson Glory and pressing Right. To play as other boss characters in Versus Mode, follow these same instructions with the following names and dates:

- High Abbot—"J RUBIN" JAN 6 1970
- Voodoo—"EVIL" JUN 6 1966
- Major Trouble—"BAD BOY" FEB 4 1908
- Black Dragon—"WYVERN" MAR 9 1927
- Gulab Jamun—"GULAB" FEB 29 1900

Psychedelic World

Go to the NAMES option and enter the name "PARANOID" and the birthday MAY 5 1975. Now go to the ARENA option where you'll find a freaky new stage called "Cave."

Speed Code

Go to NAMES and enter the name "SPEED" and the birthday AUG 8 1980. Now go to the ARENA option and select "Cave"; it's another new area with double-speed action.

Tug-of-War Mode

Go to the NAMES option and enter the name "TUGAWAR" and the birthday APR 16 1964. Now go to the ARENA option and select "Cave"; you'll have a single energy bar.

Hidden Space War Game

Select "VS" mode. The player on the right should select a character, point the D-pad in the Down/Right position and hold the A, B, C and START buttons. The left player should choose a character, point the D-pad in the Up/Left position and hold the L, R and START buttons. You'll find a *Space War* game.



AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

Secret Rooms

ENTRANCE #1—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

ENTRANCE #2—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

ENTRANCE #3—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."

ENTRANCE #4—Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #5—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #6—Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #7—Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."

ENTRANCE #8—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

ENTRANCE #9—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

ENTRANCE #10—Shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

ENTRANCE #11—Shoot all of the weird pic-

tures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #12—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

ENTRANCE #13—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

ENTRANCE #14—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

CRUISIN' USA

Extra Cars

In the garage where you can choose your car, press the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

DAYTONA USA

Free Credits

Look for the slot machine that hangs above the road on the Beginner track. As you go around the track, you can stop the wheels of the slot machine by pressing **START** three times. If you hit the jackpot, you can win free credits to continue your game.

FIGHTING VIPERS

Secret Surprise

Play the game as Candy (a.k.a. Honey) in two-player mode until the "win" counter above your energy bar reads 100 or more. Once Candy has a streak of 100 wins or more, have your opponent knock off Candy's lower-body armor; instead of just losing her leg armor, her skirt will disappear, too. If you play Candy vs. Candy, both players can lose their armor this way.

Play as B. Mahler

Note: This trick will only work on *Fighting Vipers* machines that have had 15,000 matches played on them; the only way to find out if your machine meets this criteria is to access the bookkeeping screens from the operator audit menu. At the character-select screen, wait for the clock to count down to the 9-second mark, then quickly press and hold **START** and **Up** on the joystick. While continuing to hold **START** and **Up**, nudge the joystick to the upper-right or upper-left to move the cursor to the opposite side of the screen, one character at a time. (On the Player 1 side, start with Grace and move to the right; if you're Player 2, start with Picky and move left.) The joystick movement for Player 1 should look like this: **↑↑↑↑↑↑↑↑** etc.—remember to keep holding the **START** button and keep the joystick **Up** as you're moving the cursor. When you pass the last character on the opposite side, the cursor should go off the screen and the character portrait should show the boss, B. Mahler.

INDY 500

Fifth View

To access a fifth camera view, switch to the fourth view during the race, then press any two **View Change** buttons simultaneously.

Mirror Mode

Hold the red **Zoom In** button while pressing **START** to begin your game. All track graphics and text will be flopped horizontally.

Mirror Mode + Power Steering

Hold both **Zoom** buttons while pressing **START** to begin your game. You'll be playing in "Mirror mode" and the steering wheel will turn more freely.

Note: The following tricks will only work on the "Twin Type" Indy 500 machines, not on the deluxe "DX" models.

Backwards Tracks

Hold the shift lever **Down** while starting a game. You'll be driving on the track in the opposite direction. Note that in a multiplayer game, the direction of the track is determined by the majority rule; that is, if you try this code in a multiplayer game, it won't work unless the majority of the players hold the shift lever **Down**.

Drive the Pace Car

After choosing a course—but before the race starts—step on the **Brake** and simultaneously press the **START** button; you'll be driving the Mustang pace car.

Vs. Pace Cars

After choosing a course—but before the race starts—step on the **Brake** and simultaneously push the shift lever **Up**. This will change your opponents' cars to pace cars. Note that in a multiplayer game, this will only change the appearance of the cars which are controlled by your game board.

Front View

To see your car from front to back, switch to the third or fourth views during the race, then press the **START** and both **View Change** buttons simultaneously.

Position Markers

Hold the **START** button when changing views to make the cars' position numbers appear above the cars.

Trailer Tricks

At the Transmission Select screen, step on the **Brake** to close the door of the trailer that carries your car, or hit the **Gas** to watch the car come out of the trailer.

Bird Trick

When driving on the "Highland Raceway" track in "Backwards Track" mode (see above), a flock of birds will cling to your car. If you immediately make a U-turn and drive in the opposite direction, the birds will stick with you for the rest of the game.

KILLER INSTINCT 2

Play as Gargos

At the character select screen, point the joystick **Up** and hold it there while pressing the following buttons: **FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

Stage Select + Music Select

At the character-select screen, pick the fighter you want with the **START** button, then immediately press and hold **Up** or **Down** and one of the **PUNCH** or **KICK** buttons; see the chart below to find out which combinations lead to your favorite stages. The first player to choose his or her character gets to pick the stage; the other player can choose the music using the same method.

Up + QUICK PUNCH: Sabrewulf stage
Up + MEDIUM PUNCH: Maya stage

Up + FIERCE PUNCH: Glacius stage

Up + QUICK KICK: Tusk stage

Up + MEDIUM KICK: Fulgore stage

Up + FIERCE KICK: Orchid stage

Down + QUICK PUNCH: Jago stage

Down + MEDIUM PUNCH: Gargos stage

Down + FIERCE PUNCH: T.J. Combo stage

Down + QUICK KICK: Kim Wu stage

Down + MEDIUM KICK: Spinal stage

Down + FIERCE KICK: Spinal stage

Down + MEDIUM KICK (both controllers): Sky Platform

Speed Settings

Hold one of the following button combinations at the "Vs." screen just before the fight begins:

Fast Speed—**Up** or **Down + MEDIUM KICK** or **PUNCH**

Ultra—**Up** or **Down + FIERCE KICK** or **PUNCH**

Normal—**Up** or **Down + QUICK KICK** or **PUNCH**

LAST BRONX

Weird Weapons

At the character-select screen, press the **START** button 13 times, then choose your character. This gives your fighter a special "funny" weapon: Zaimoku fights with a frozen tuna, Yusaku gets a toy train, Joe has corn, Lisa gets a soup spoon and spatula, Tommy fights with a cleaning brush, Yoko gets a folding umbrella, Kurosawa has a fan and Nagi gets a spoon and fork.

MANX TT SUPER BIKE

Sheep Mode

At the Transmission Select screen, press **SHIFT UP, SHIFT UP, SHIFT DOWN, SHIFT DOWN**, lean the bike full **Left**, lean full **Right**, squeeze the **Brake** and **Accelerate**. If you've entered this sequence correctly, you'll be riding a sheep instead of a bike, and all of the other racers will be sheep, too.

Time Trial Mode

At the Course Select screen, hold the **Brake** while choosing your course. You'll be racing in Time Trial mode, competing for the fastest lap time.

NBA JAM

Special Guest Codes

Air Morris—**WIL** Jan 1

Oursler—**SNO** Jan 3

Rivett—**RJR** Jan 17

DiVita—**SAL** Feb 1

Turwell—**MJT** Mar 22

Newcomer—**JRN** Jun 18

Liptak—**SL** Jun 24

Scott—**TON** Jul 3

Howard—**HOW** Jul 15

Carlton—**JMC** Aug 5

Hey—**JWH** Sep 20

Petro—**GNP** Oct 8

Goskie—**TWG** Dec 7

Secret Power-ups

Enter all codes at the "Tonight's Matchup" screen before the tip-off.

Power-Up Defense: Tap **STEAL** or **BLOCK** exactly eight times at the matchup screen.

Big Head: Hold **Up**, **TURBO** and **STEAL** until the tip-off.

Power-Up Intercept: Hold the joystick **DOWN** and hold all three buttons until the tip-off.

Power-Up Offense: Tap **STEAL** or **BLOCK** exactly 21 times at the matchup screen.

Tank Game: Hold the joysticks **DOWN** and hold all three buttons on both sides of the machine.



COMPLETE MOVES LIST

Moves (with joystick not pushed up or down)

P—Jab

P, P—Straight punch

P, P, P—Double punch

P, P, P, K—Triple Punch/ Rolling Heel Kick combination

P, P, P, P, K—Triple Punch / Jump Back Kick combination

K—Front Kick (Player 2: Right Front Kick)

K, K—Kick / Roundhouse Kick combination (Player 2: K, Left Front Kick)

K, K, K—Double Kick / Back Kick combination

K, K, P—Double Kick / Body Blow combination

P (hold and release)—Dash Uppercut

K (hold and release)—Somersault Kick

Moves (with joystick pushed up or down)

P—Jab

P, P—Punch / Hook combination

P, P, P—Double Punch / Uppercut combination

P, P, K—Double Punch / Foot Sweep combination

P, P, P, K—Triple Punch / Knee Kick combination

K—Front Kick

K, K—Kick / Front Kick combination

K, K, K—Double Kick / Front Kick combination

K, K, P—Double Kick / Double-handed Uppercut

Turning Attacks

P (with joystick back)—Backfist

K (with joystick back)—Side Kick

Emergency Escape

J + P + K (same time)—Spinning Attack

Jumping Attacks

J + P—Jumping Uppercut

J + K—Jump Kick

J + P (joystick forward)—Dash Elbow

J + K (joystick forward)—Jumping

Double Back Kick

NBA JAM TOURNAMENT EDITION

Special Guest Codes

Kinlead—DIE Jan 1
Air Morris—WIL—1/1
Oursler—SNO—1/3
Penacho—MDP—1/13
Rivett—RJR—1/17
Olajuwon—HAK—1/21
Gentile—JPG—1/23
Jarvis—EPJ—1/27
DiVita—SAL—2/1
Mourning—ZO—2/8
Olivia—LOR—2/20
Boon—EJB—2/22
Simpson—JMS—2/22
Webber—WEB—3/1
Turmeil—MJT—3/22
Macika—REM—3/26
Pontarelli—VJB—4/11
Linhoff—JFL—4/16
Wilkins—DOM—4/16
Booty—MVB—4/18
Thomas—ZEK—4/30
Deal—LTD—4/30
Barker—PCB—5/9
Loffredo—ML—5/25
Green—JGD—5/31
Dillon—JPD—6/3
Newcomer—JRN—6/18
Coleman—DC—6/21
Liptak—SL—6/24
Vogel—VOG—6/27
Mednick—CMM—7/2
Heager—JEH—7/13
Malone—KRL—7/24
Skiles—JMS—7/29
Sharpe—ROG—8/1
Carlton—JMC—8/5
Ewing—PAT—8/5
Robinson—ROB—8/6
Martinez—MAM—8/7
Gay—RMG—8/11
Davis—WBD—8/17
Tobias—TOB—8/24
Beran—SAB—8/29
Lasko—AML—8/31
Davies—RJD—9/3
Hey—JWH—9/20
Pippen—PIP—9/25
Forden—DWF—9/28
Petro—GNP—10/8
Hoskins—KER—10/10
Lowes—JML—11/4
Kamm—VLK—11/9
Heitsch—WMN—11/11
Kemp—KMP—11/26
Tsui—JYT—11/28
Brown—DEE—11/29
Granner—CG—12/4
Goskie—TWG—12/7
Dabelstein—DOZ—12/31

Secret Power-Ups

Aside from the "Team Swap" code, each of these tricks should be done at the "Tonight's Matchup" screen before the tip-off.

Max Power: Hold **Down**, **TURBO**, **SHOOT**, **PASS** and **START** until the game begins.

Quick Hands: Hold **Down** and press **SHOOT** five times. After the fifth button press, keep holding **Down** and **SHOOT** until the tip-off.

Baby-Size Players: Hold the joystick in the **Down/Right** position and press **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**, **TURBO**, **SHOOT**, **PASS**.

Big Head #1: Hold **Up**, **TURBO**, **PASS** and **SHOOT** until the tip-off.

Huge Head: Hold **Up** and **TURBO** and press the **PASS** button five times. On the fifth

press, keep holding **Up**, **TURBO** and **PASS** until the tip-off.

Tournament Mode: Hold **Right** and hold down the **TURBO**, **SHOOT** and **PASS** buttons until the tip-off.

Shot Percentage Indicator: Rotate the joystick 360° and hit the **TURBO**, **SHOOT** and **PASS** buttons simultaneously seven times.

Power-Up Goaltending: Press any button (or combination of buttons) 24 times.

Team Swap: At the "Halftime Substitution" screen, hold the joystick to the **Right** and hold the **PASS** button until the words "TEAM SWAP ENABLED" appear. Now you can use the **PASS** button to switch to a different team; use the **TURBO** button to swap players and press **SHOOT** to enter your selection.

NINJA MASTER'S

Boss Code

Player 1 side: At the character-select screen, highlight Kamui, then press **Left**, **Down**, **Left**, **Up**, **Left**, **Down**, **Left**, **Up**, **Right**, **Down**, **Right**, **Up**; the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code; the bosses' picture boxes will appear on the screen.

Player 2 side: Highlight Sasuke, then press **Right**, **Down**, **Right**, **Up**, **Right**, **Down**, **Right**, **Up**, **Left**, **Down**, **Left**, **Up**; the cursor should be on Unzen. Now press **C + D** simultaneously to complete the code;

Time Attack Mode

At the character-select screen, highlight Kamui, then press **Down**, **Left**, **Up**, **Left**, **Down**, **Left**, **Up**, **Left**, **Down**, **Right**, **Right**, **Right**, **Up**. Now with the cursor back on Kamui, press **C + D** simultaneously to complete the code, then choose your character. This code works in a one-player game only; it gives you a timer in place of the win counter above your energy bar and keeps track of Time Attack stats; look for totals at the end of each battle.

PRIMAL RAGE

Bowling

To bowl, both players must choose the character Armadon. Do the **Spinning Death** move (hold buttons **1 + 4** and move the joystick **Away**, **Toward**, **Down**) and collide in mid-spin three times in a row. A bowling game will pop up, with the humans as pins. Move the joystick to control the path of Armadon.

Volleyball

To play volleyball, play on the Cove stage (the beach with the temples on the sides). When a human rushes out after a combo, swat them into the air. You and your opponent must then hit the human back and forth (at least five or six volleys). Keep battling the little guy around until a volleyball net pops up out of the ground, complete with a referee on a tall chair.

Falling Cows?

One player must choose the character Chaos. When you reach the Ruins stage (with the buildings in the background), set-up a "Sudden Death" situation by having one character win the first match and letting the other character win the next one. Then, let the timer run down to zero without having either player hit the other. When the timer runs down until it is almost zero in the Sudden Death mode, lay a **Fart of Fury** into the air using Chaos (hold buttons **2 + 3** and move the joystick **Down**, **Toward**, **Up**, **Away**). The timer should be between the 1 and 2 "sec-

onds left" mark when you let go. If your timing is perfect and the fart is in the air when the timer expires, you'll see cows falling from the sky instead of the usual shower of bricks.

SOUL EDGE

Boss Code

If your local arcade operator is too cheap to get the *Soul Edge Ver. II* upgrade, you can still play as the boss character, Hwang, on the original machine with the following trick: Insert your coins or tokens, then press **START** and continue to hold it through the rest of the code. With Mitsurugi highlighted, press **Up**, **Down**. Move the cursor to Taki and press **Up**, **Up**, **Down**, **Down**, then move to Rock and press **Down**, **Up**, **Down**, **Up**. You'll hear a jingle to confirm the code; now press **Left** to find Hwang. To get Hwang on the Player 2 side, start with Ziegfried, then go to Li Long and Voldo.

STREET FIGHTER II

Mystery Numbers

Watch the game in "demo" mode, and wait for any scene that shows two of the characters fighting. On the second controller (right side) press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **STRONG**, **FIERCE**. If you've done the trick correctly, you'll see two mysterious rows of numbers on the screen overlaying the action.

STREET FIGHTER ALPHA 2

Background Select

At the character-select screen in two-player mode, highlight the character who corresponds to the stage you'd like to fight in and hold the **START** button for four seconds, then release and choose your character normally. When the fight begins, you'll be in the stage you chose.

Secret Stages

Waterfall: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to M. Bison and leave it there for four seconds, then release and choose your character normally.

Field: In two-player mode, press and hold **START** to enter the character-select screen; you must continue to hold **START** as the character-select screen appears. Move the cursor to Sagat and leave it there for four seconds, then release and choose your character normally.

Extra Colors

Choose your character by pressing two **PUNCH** or two **KICK** buttons simultaneously to access alternate colors.

Hidden Characters

The following tricks should be performed at the character-select screen.

Evil Ryu: Highlight Ryu, hold **START** for one second, then release. Now press **Right**, **Up**, **Down**, **Left**. Now press and hold **START** again for one second; while holding **START**, press any two **PUNCH** or **KICK** buttons. If you do this correctly, you'll see that Ryu's skin tone is darker than usual. "Evil Ryu" has Akuma's teleports, new combo possibilities and Super Moves borrowed from Akuma and Ken. Classic Chun-Li: Highlight Chun-Li, hold the **START** button for at least four seconds, then press any action button to select her before you release **START**. "Classic Chun-Li" looks and plays like she did in *Super Street Fighter*

II Turbo; remember that her fireball is now a "charged" move.

Classic Dhalsim: Highlight Dhalsim and hold **START**. Now press **Left**, **Down**, **Right**, **Up**, then press any action button to select "Classic Dhalsim".

Classic Zangief: Highlight Zangief and hold **START**. Now press **Down**, **Left**, **Left**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Right**, **Right**, **Down**, then press any action button to select "Classic Zangief".

SUPER PUZZLE FIGHTER II TURBO

Play As Akuma

Player 1 side: At the character-select screen, highlight Ryu and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down**, **Left**, **Down**, **Left**, **Down**, **Left**, and continue to hold the joystick **Left** at this last step. While still holding **START** and **Left**, press an action button. Akuma will appear as your character.

Player 2 side: At the character-select screen, highlight Ken and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Move the cursor **Down**, **Right**, **Down**, **Right**, **Down**, **Right**, **Down**, **Right**, and continue to hold the joystick **Right** at this last step. While still holding **START** and **Right**, press an action button. Akuma will appear as your character.

Play As Dan

At the character-select screen, highlight Ryu (on the Player 1 side) or Ken (on the Player 2 side) and hold the **START** button; you must continue to hold **START** for the rest of the sequence. Press **Down** 14 times, then press an action button. Dan will appear as your character.

Play As Devilot

Follow the instructions for playing as Dan (above), but watch the timer countdown. After pressing **Down** 14 times, you must press an action button at the exact instant when the timer reads 10 seconds. If you've done this correctly, Devilot will appear as your character.

SUPER STREET FIGHTER II TURBO

Play As Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu again for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

VIRTUAL ON

Special Moves

With the exception of Apharmd's Rear Attack, the following special moves can only be performed when your weapons gauge is full.

Temjin's Gliding Ram: While in the air, push both sticks **Forward** and press both triggers.

Viper II's S.L.C. Dive: While in the air, push both sticks **Forward** and press both triggers.

Dorkas' Mega Spin Hammer: Turn to the **Right** and press both triggers.

Apharmd's Rear Attack: When in close to your opponent, jump, then push the joysticks **Forward** diagonally and press both triggers.

Attacks (while in the air)

P — Swing down

P (hold) — Double-handed Swing

K — Diagonal Kick

K (hold) — Double Rolling Heel Kick (Player 2: Screw Kick)

P (with joystick down) — Elbow Drop

K (with joystick down) — Knee Drop

P (when landing) — Slide Punch

K (when landing) — Sliding Kick

Dash Attacks

Joystick forward — Step forward

P (while stepping forward) — Elbow

K (while stepping forward) — Groin

Kick (Player 2: Backfist)

Joystick back — Step back

Joystick forward twice & hold — Run

P (while running) — Tackle

K (while running) — Jumping Kick

Push joystick back twice & hold — Back Roll

Attacks (while getting up)

P + push joystick left or right —

Rising Uppercut

K + push joystick left or right —

Groin Kick (Player 2: Rising Sweep)

P, K, or J + push joystick up or down —

Roll to a standing position

J — Jump to a standing position

Throws

P, K, P (after grabbing) — Giant Swing

P, K, K, K (after grabbing) — German

Suplex



TIPS & TRICKS SELECT GAMES



T&T Pick

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Stick a stamp on it and mail it in; we'll total up the responses and give you the kind of coverage you asked for!



JET MOTO

Sony • 11/96



Continuing the hybrid "extreme sports" category is the latest offering from the folks who brought you *Twisted Metal* and *Warhawk*. *Jet Moto* puts you in control of hover bike vehicles that can race on all types of surfaces like water, concrete, sand and snow.

There are four racing teams with five racers each and they all have specific characteristics that offer advantages and weaknesses. You have a choice of head-to-head play with a friend or you can go jetting by yourself in a single race or custom circuits in Rally, Championship and Elimination modes. There's also a full season mode, which is the way to gain access to the game's hidden tracks. In-game music is provided by Pinnacle, which has created a very catchy surf-guitar motif. *Jet Moto's* char-

acter designs and menu-screen art were provided by Sal Beluta of Axiom Designs; Sal also works on *Firebrand* for DC Comics. The control of the bikes is another feature worth noting, with a real difference between the various characters and their rides.





CRIME WAVE

Eidos • 11/96



Cars that go around shooting other cars: always a favorite genre in the video game arena. *Crime Wave* fits that bill, but it brings an interesting perspective to the mix. The action is viewed from the top down from a traditional 2-D angle, but all of the cars and buildings are drawn out in detailed 3-D. The result is an immersive world where you track down other cars in your efforts to enforce the law. There are eight different cars and eight combat zones that range from the

Suburbs to places like the Casino. We noticed a lot of detail while playing, like tire skid marks and tiny flying car parts from destroyed vehicles. Very cool.



TEN PIN ALLEY

ASC Games • 12/96

It's high time we had some 32-bit bowling action, and ASC Games has answered the call with a title that promises to satisfy hardcore bowling fans and novices alike. The mechanics of actually rolling the ball are fairly complicated, but that's a good thing; most of the earlier bowling video games had overly simple mechanics in this area usually result in a sweet spot that allows you to throw strikes every time. The characters are full 3-D figures with realistic animation and amusing reactions to their bowling results.



Go for the strike!



SUIKODEN

Konami • 12/96



After a slow start, the PlayStation has been steadily gaining ground in the RPG genre. *Suikoden* has all of the elements you'd expect from any

RPG worth its salt: a good story, decent graphics and a long quest. What gives it the extra edge is that there are two different battle methods depending on the situation. It has the traditional one player or group versus the monsters battle, but there's also a full-scale war simulation army battle. This lets you control a huge army and have it out with other hordes of enemies.



RPG for you and me...



POWERSLAVE

Playmates • 11/96

Enter into a world that has been devastated by alien creatures that torture and maim for fun. No army or force has been able to put a stop to the madness until now. In *Powerslave*, you are a lone mercenary who can put an end to the evil that has befallen humanity. The game offers Saturn owners a fluid 3-D corridor game complete with pseudo light sourcing effects that look mighty impressive. You can gain a great arsenal of weapons both earthly and mystic: a machete, a handgun, bolts of fire shooting from your hands

and more. *Powerslave* is fairly difficult and has lots of levels to keep you busy for a good while.



...and in my last hour,
I'm a slave to the
power of death...



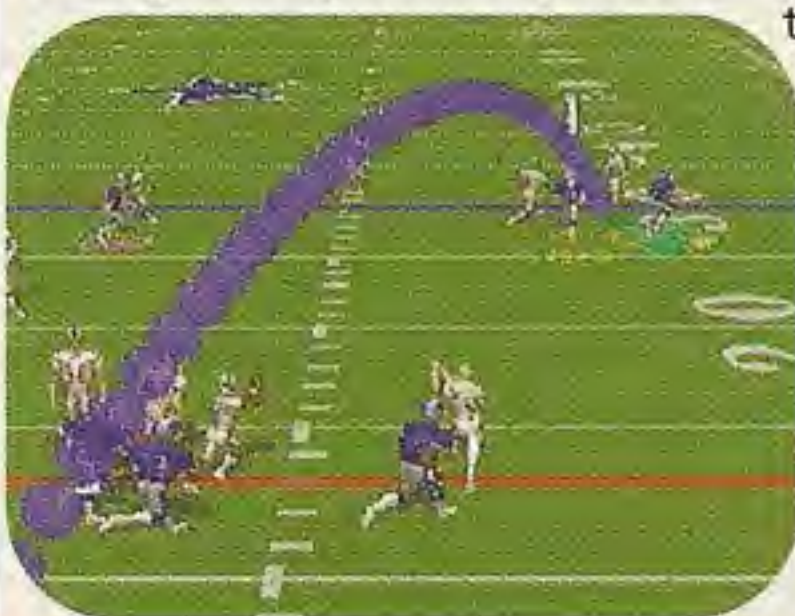


NFL '97

Sega • 12/96

Sega Sports has been making a name for itself in the football arena ever since the introduction of play-by-play into cartridge games with the second installment of *Joe Montana Football*. There is no celebrity endorsement this time out, although every license you can

think of is in this game: the team logos, stadiums and players are all authentic. The option screen looks intimidating with all kinds of customizable features; once into the game, you'll appreciate all of the stat tracking functions. Available game modes include "Exhibition" and "Full Season".



NBA LIVE '97

EA Sports • 11/96

Last year, EA's first 32-bit NBA title garnered praise as well as criticism. Now *NBA Live '97* is out to quell the naysayers and have everyone jumping back on the EA Sports bandwagon. The graphics are much improved over last year and the characters are more easily distin-

guished from one another. The animation has also improved and running commentary has been included. Of course, the core elements of any EA game are present, including comprehensive stat tracking, full season modes and realistic computer intelligence.



FIFA SOCCER '97

EA Sports • 11/96



control of prestigious clubs like AC Milan or the Los Angeles Galaxy. All the regular features are here, including tournament and world league competitions along with the option of entering into season modes.

Like *NBA Live*, EA's soccer game has gone under the programmers' scalpels and come out a stronger title. *FIFA Soccer '97* for the PlayStation has real polygon figures that animate nicely—that "clay animated" look is gone. There are a ton of teams ranging from World Cup squads to international leagues which put you in



FIFA SOCCER GOLD EDITION

EA Sports • 11/96

EA hasn't forgotten about 16-bit yet and has unleashed updates to its familiar soccer library. *FIFA Soccer Gold Edition* packs in every feature that has been previously available, but adds in the option of some new teams and playing indoor or outdoor. The main difference from previous installments is in the intelligence of the computer-controlled players, both your teammates and your opponents. This can make you feel as if you don't have as much control over your players, but it does add depth and make you play real team soccer as opposed to going for solo glory.



GAME BOY

FIFA SOCCER '97

Black Pearl • 10/96

Soccer returns to the Game Boy and the world may never be the same again. Well, maybe it will be, but at least there is a new FIFA game for portable gamers to enjoy. Choose from 52 international teams including the T•HQ Tornados, a special squad with maxed-out abilities in

shooting, running, passing, defense, tackling and goalie skills. Developed by Tiertex, the game includes the traditional *FIFA Soccer* diagonal perspective with customizable period lengths, difficulty settings and even a password-backed tournament mode.



GAME BOY

MADDEN '97

Black Pearl • 10/96



The Game Boy *Madden '97* is a shrunk-down version of EA Sports' trademark football games. It has no NFL or Players' Association licenses, so the players are generic and there are no real team names, but all of the NFL cities are represented and there's a butt-kicking "All-Madden" squad for beginners to use. There's no two-player option, but a surprising array of gameplay variables are adjustable. If you ever wondered what the *Madden* series would have been like on the NES, try playing this game through your Super Game Boy to see it in glorious 8-bit color.



SONIC 3-D BLAST

Sega • 12/96



Hot on the heels of the tremendous Genesis cartridge, *Sonic 3-D Blast* for the Saturn delivers a pumped up version for those with 32-bit tendencies. Brand new effects are promised for the Saturn and you can expect a different bonus level that is sure to incorporate more of the system's advanced functions. The music should receive a boost and the overall length may be tweaked. It is expected to support the *NIGHTS* analog controller and some other surprises that even we don't know yet. Hopefully, there will be

enough enhancements to warrant a Saturn purchase because that's what Sonic is here for.



TNN MOTOR SPORTS HARDCORE 4x4

ASC Games • 11/96

Off-road excitement comes to the PlayStation with *TNN Motorsports Hardcore 4x4*. A unique driving experience, this one puts you behind the wheel of four-wheel-drive vehicles that bounce and handle realistically. The sound effects are equally impressive with the

squeaky sound of shocks being put to serious work and bumpers absorbing scrapes and crashes. The game features analog wheel and controller support and has six vehicles and six different tracks for you to test your mettle on, with varying weather conditions to boot.



CONTRA: LEGACY OF WAR

Konami • 11/96



It's been a while since we last battled with the heroes against alien oppression, but it's time to take on the shoot-'em-up challenge once again. *Contra: Legacy of War* puts you in a 3-D world where the classic gameplay elements have been retained while giving the beloved *Contra* series a fresh look. Take charge of one of four warriors and hit the streets, pick-

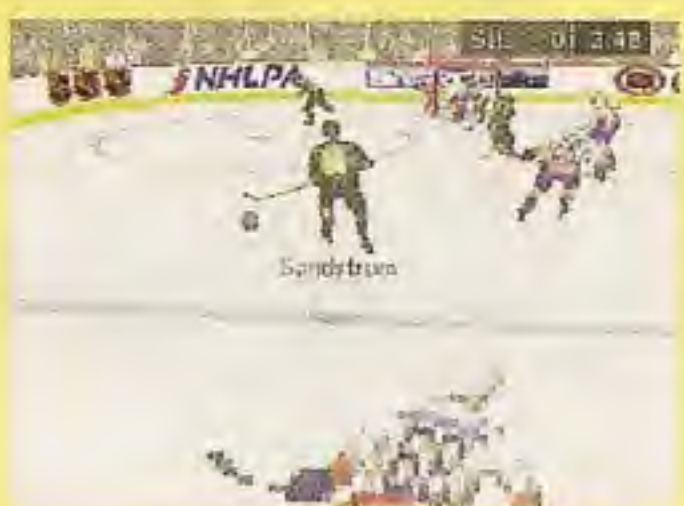
ing up power-up weapons and items that are essential in defeating the bosses. This may be the toughest game in the *Contra* series—and after *Contra: Hard Corps* on the Genesis, that's saying a lot!



Other New Game News



Broken Helix from Konami puts you in charge of a commando (voiced by Bruce "Evil Dead" Campbell) who is sent on a virtual suicide mission. Solve the objectives and battle foes in a first-person perspective with varying angles in back of the player.



NHL Face-Off '97 maintains the high level of quality that Sony has stamped on all of its PlayStation sports titles. Fast loading and refined play mechanics round out the mix.



The Divide from Viacom puts you in control of a droid that is on a search and destroy mission. Lots of areas to explore and things to do. Look for more info as we get it.



NHL '97 is EA's long-awaited entry into 32-bit hockey; the 3DO version was never released. It looks to be worth the wait and features sharp graphics and the trademark EA play action.



NHL Open Ice is a conversion of Midway's popular "NBA JAM on ice" coin-op. Fast action and major scoring abound, and look for the usual hidden players and funky power-ups.

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RHYT-E61T + RHYT-E61W—Infinite lives
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DBC6-DFAD—Start with 10 lives
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D6C6-D46D—Start with 8 hearts
DCC6-D46D—Start with 10 hearts
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Project Horned Owl

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Robo-Pit

800A7E0C-0096—Infinite Energy, Player 1

SATURN

Bubble Bobble Also Featuring Rainbow Islands
F6000914-C305 + B6002800-0000—Master code (must be entered)
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36006142-0001—Have Monkey Suit
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3600613E-0001—Have Slide Shoes
36006143-0001—Have Mole Claw
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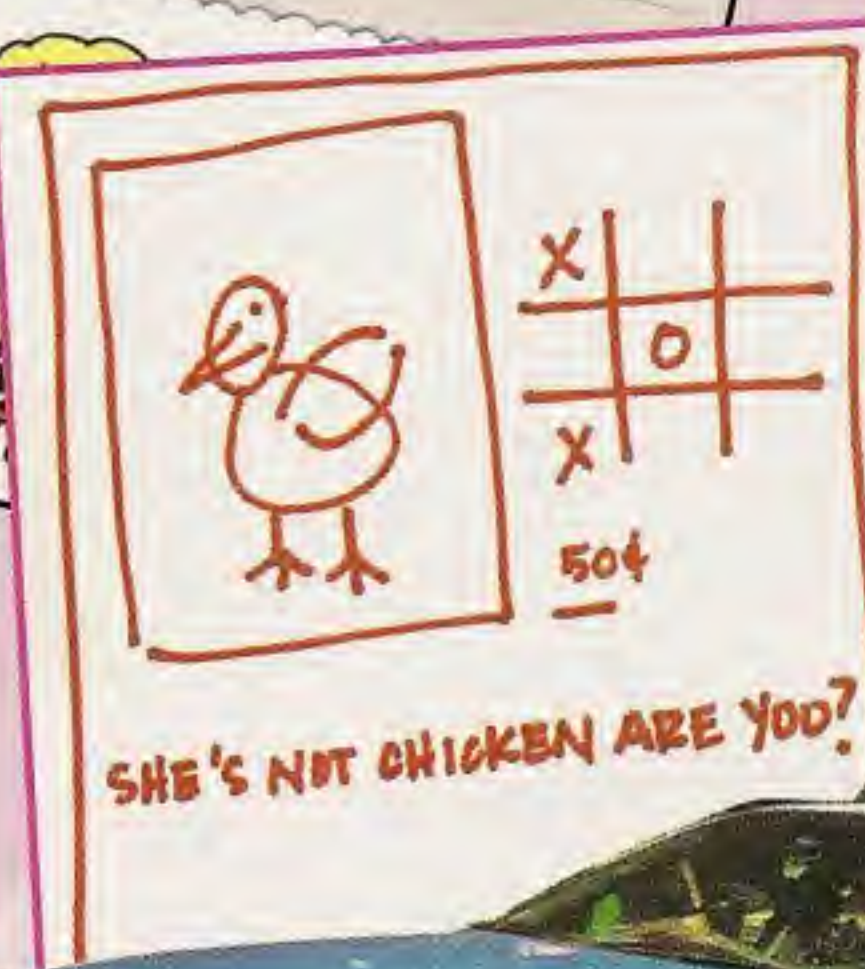
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Letter from Betty

Hi!
It's me again - Betty. The more I get to know New York, the better I like it. What I really like is the Chinatown Fair arcade at 8 Mott Street between Worth and Mott. There's a chicken there, with whom you can play tic-tac-toe. She sits in a red cage right next to NBA JAM. There's a sign on the cage that says "SHE'S NOT CHICKEN ARE YOU? A LARGE BAG OF FORTUNE COOKIES IF YOU BEAT THE CHICKEN." I'm not going to be eating any fortune cookies any time soon. I've tried. But I've never beat her. I've never seen anyone beat her. The proprietor of the Chinatown Fair arcade won't let me take her picture. I guess he's sort of protective of his chicken. But I'll get a picture yet.
Love, Betty



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